



## Q&A with Gary Gygax continuation thread Part II

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Dinkeldog

Tuesday, 28th January, 2003, 02:18 PM

Q&A with Gary Gygax continuation thread

Continued from [here](#).

Col\_Pladoh

Tuesday, 28th January, 2003, 03:03 PM

Okay:)

It seems that it is fated to be a long-term thread, and I'm still game.

Cheers,  
Gary

diaglo

Tuesday, 28th January, 2003, 03:14 PM

is Gary still in season?

what type of game are you?

fowl: lame duck, mother goose, worried hen, chicken little

bovine or similar: mad cow, bull:):):), steering committee, wild moose

sheep: baa

okay enough off topic.

and i don't feel like reading the entire old thread. even though, i posted there before.

**Questions for Gary:** How did you find time to organize games for yourself and your friends, while juggling a company? a family? and other interests/responsibilities?

What would you consider from your own experience to be a healthy balance?

Darrin Drader

Tuesday, 28th January, 2003, 04:30 PM

Quote:

*The ToEE was a fun adventure to DM...I never did get to play it, of course. If you happen upon THE HERMIT, give it a read, and I suspect you'll find it to your liking. It isn't as long as ToEE, but it has all sorts of different challenges for the party undertaking the mission, different play environments too.*

Thanks for the recommendation. I actually have it already, but haven't had the chance to read it over yet. I'm looking forward to the big mega-adventure you've been talking about recently. I also picked up a copy of Necropolis. It was good to have a copy of that adventure the I can run. I tried but could never get into Mythus.

Col\_Pladoh

Tuesday, 28th January, 2003, 04:42 PM

Quote:

*Originally posted by diaglo*  
**is Gary still in season?**

**what type of game are you?**

One rigged in favor of the house, of course :D

Quote:

**Questions for Gary:** How did you find time to organize games for yourself and your friends, while juggling a company? a family? and other interests/responsibilities?

**What would you consider from your own experience to be a healthy balance?**

Pretty easily. i just gave up about half my normal sleeping time and thus managed the lot. Quite a few folks have remarked that I had, and have, a life in addition to gaming :) Admittedly of late that "outside activity" has been sharply curtailed by work demands, but winter is a time to be inside a lot anyway, at least for those of us who don't enjoy snow and cold...

Cheers,  
Gary

---

Sir Edgar

Tuesday, 28th January, 2003, 04:48 PM

What's your daily routine like? Do you tend to write more during the day or night? How many words per day do you write, on average? Are there any rituals that keep you going? What kind of resources do you use? How often do you take notes on paper before getting on the computer? Do you do drawings before writing up creatures, etc? How do you do all of this and at the same time, keep up on your reading? What books have you been reading lately? Do you finish each book you read or just read portions at a time?

---

Col\_Pladoh

Tuesday, 28th January, 2003, 04:49 PM

Quote:

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*Originally posted by Baraendur*

***Thanks for the recommendation. I actually have it already, but haven't had the chance to read it over yet. I'm looking forward to the big mega-adventure you've been talking about recently. I also picked up a copy of Necropolis. It was good to have a copy of that adventure the I can run. I tried but could never get into Mythus.***

Welcome. Do let me know how you found the play of THE HERMIT using 3E as the system. I have not had much feedback, and although long experience makes me pretty sure it will come out well, feedback is always most helpful.

The long module is just that. HALL OF MANY PANES should take about a year to complete assuming about 40 sessions of four-hour length during a typical gaming year. I am still running it for my group, and they are surprised by the variety of encounters, situations, and environments I managed to work into it :eek:

Troll Lord Games is play-testing it now too, and likely will package it as a boxed set due to its size.

Cheers,  
Gary

---

diaglo

Tuesday, 28th January, 2003, 04:56 PM

Quote:

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*Originally posted by Col\_Pladoh*

***Troll Lord Games is play-testing it now too, and likely will package it as a boxed set due to its size.***

will dice come with it? :D

---

Col\_Pladoh

Tuesday, 28th January, 2003, 05:23 PM

Quote:

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*Originally posted by diaglo*

***will dice come with it? :D***

Heh, and I doubt that, but possibly some accessort goodies. Only the Trolls know...or more likely will know when they get the project final plan together. Right now it looks like two books, maps, GM record of encounter panes entered, and player hand-outs are sure things.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 05:44 PM

Quote:

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*Originally posted by Sir Edgar*

***What's your daily routine like? Do you tend to write more during the day or night? How many words per day do you write, on average?***

I answered this in part in a previous post, but a quick recap won't hurt;) I rise pretty early, go to work between 6 and 7 AM after coffee intake. I work through, with regular,brief breaks this being one), until sometime in the evening, and seldom work after 6 or 7 PM. I don't keep track of output. What get's done gets done. On a good day I can produce 25 or so pages, while when dealing with concepts and research only a page or two might bet into files.

Quote:

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***Are there any rituals that keep you going?***

---

Other than coffee and Camels, a break to eat or speak to someone for a bit, and managing emails and board postings, noppers.

Quote:

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***What kind of resources do you use? How often do you take notes on paper before getting on the computer? Do you do drawings before writing up creatures, etc?***

---

I have a very large personal library, use online resources now and then, and my memory. When I am considering a new project I make notes on paper, then transcribe them to computer files. I am a poor artist, so most conceptualization of creatures is done mentally, followed by descriptive text for an artist to refer to.

Quote:

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***How do you do all of this and at the same time, keep up on your reading? What books have you been reading lately? Do you finish each book you read or just read portions at a time?***

---

In the dark of winter my reading drops off and my work output rises. I like to sit out on the front porch here to do most of my reading, so that means May-October is the main time for consumption of books. I am working my way, slowly, through a history of medieval Europe, a book on the American Indians before European colonists arrived, and an SF novel. I tend to read such books at the same time, picking up whichever appeals to me at the time I decide to do some reading. There are very few books that I start that I do not finish--even if they are not appealing to me I fight my way through to the conclusion. Skip reading is a last resort in such cases. I will read a Jack Vance novel. he being my favorite author, as slowly as i can force myself to go, but finishing one in a day would be easy. Non-fiction is always a slower read, as I am likely storing information in memory, taking notes too.

Cheers,  
Gary

---

Sir Edgar

Tuesday, 28th January, 2003, 05:49 PM

Thanks for the detailed response!

Are there any medieval history/culture books that you recommend? What are your all-time favorites in this category?

Can you share any insights into how you write and any "no-no's" or "don't's"? Like do you think people it is better to write during the day or does it just depend on the person?

---

diaglo

Tuesday, 28th January, 2003, 06:00 PM

Quote:

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*Originally posted by Col\_Pladoh*  
***Other than coffee and Camels, a break to eat or speak to someone for a bit, and managing emails and board postings, noppers.***

---

not to come down on you too hard. but working in the public health field, i feel it is my obligation to ask you to cut back.

besides, the latest articles say that 2 drinks (doesn't matter what type of alcohol) are much better for your health.

---

Col\_Pladoh

Tuesday, 28th January, 2003, 06:59 PM

Quote:

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*Originally posted by Sir Edgar*  
***Thanks for the detailed response!***

***Are there any medieval history/culture books that you recommend? What are your all-time favorites in this category?***

***Can you share any insights into how you write and any "no-no's" or "don't's"? Like do you think people it is better to write during the day or does it just depend on the person?***

---

Actually, any medieval history book is useful to the designer-suthor. The "See Inside" an "Everyday Life" series are generally excellent additions of solid material from C.W.C. Oman and Violette Le Duc, Burtons Book of the Sword, and Stone's Golssary of the Construction, Decoration and Use (etc.)

I write mainly because I have so much information inside I just have to. When I was in my 20s and 30s I was most productive at night, but after that I reverted to my younger says. I loved to rise with the sun and enjoy that again now. That's when the creative juices flow in spate.

The main "no-no" I have is not to ignore an urge to write. Ideas are ephemeral, slip away too quickly, so when the muse is there go like hell. When it fades, thak a break, but keep thinking of the general subject being treated, even of only in the back of the head, so to speak.

A shower is a good way to revive flagging inspiaraion. Strong black coffee is fine too--if you like that drink.

Thus endeth my short seminar:)

Cheers,  
Gary

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Col\_Pladoh

Tuesday, 28th January, 2003, 07:05 PM

To Each his Own

Quote:

*Originally posted by diaglo*

***not to come down on you too hard. but working in the public health field, i feel it is my obligation to ask you to cut back.***

***besides, the latest articles say that 2 drinks (doesn't matter what type of alcohol) are much better for your health.***

Well, amigo...

Seeing as I've been smoking Camel straights for 50 years and love it, and drinking for damned near as long, I reckon that, or something else, is bound to kill me :rolleyes: True about 30% of smokers die from a smoke-related cause, but the other 70% of them, along with 100% of all others, die of something in due course. Meantime, I want to have fun and enjoy life the way I like it. As for the "dangers" of second-hand smoke, I think the folks on SOUTH PARK got it right, so I don't fret about that either.

Appreciate the concern though, for sure.

Cheers,  
Gary

---

johnsemlak

Tuesday, 28th January, 2003, 07:11 PM

Hello Gary

You probably don't remember but awhile back in the previous thread I asked about the NPC Nilonim from D3--The Vault of the Drow.

I wanted to expand on that. In the times you ran that module, (how many times did you run it, if I may ask) Did Nilonim (the drow prisoner chained in the Lloth Temple to be sacrificed to her, who was neutral with good tendencies) ever become significantly involved with the PCs? Did you have particular reasons for putting him where he was?

John Semlak

---

Shard O'Glase

Tuesday, 28th January, 2003, 07:15 PM

just out of curiosity what did the folks at south park think of the dangers of second hand smoke.

Me I think its BS, yeah with all the factories, cars, busses kicking out toxic sludge into the air it's the little thread of smoke from a cigarette that gets me :rolleyes: .

By the way I just want to promote smoking. Smokers generally die younger, and nothing costs society more than really old people.

---

Col\_Pladoh

Tuesday, 28th January, 2003, 07:27 PM

Quote:

*Originally posted by johnsemlak*  
**Hello Gary**

***You probably don't remember but awhile back in the previous thread I asked about the NPC Nilonim from D3--The Vault of the Drow.***

***I wanted to expand on that. In the times you ran that module, (how many times did you run it, if I may ask) Did Nilonim (the drow prisoner chained in the Lloth Temple to be sacrificed to her, who was neutral with good tendencies) ever become significantly involved with the PCs? Did you have particular reasons for putting him where he was?***

**John Semlak**

I recall the question...vaguely:)

Now that you've expanded the material, I believe I can comment in more satisfactory fashion.

I ran the Vault' module three or four times, first with my personal group, then with TSR staffers, then at a con or two. Never once did any party get to Nilonim.. He was there to test the players, to see if they were in a kill first and talk later mode, and to call their attention to such mindeed of they found and slew him. It was to provide some roleplay and questioning opportunity outside the city encounters as well. Nilonim was placed where he was, in peril, to sort of give the PCs a hint he might not be Evil to the core as most in the place are.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 07:34 PM

Quote:

*Originally posted by Shard O'Glase*  
**just out of curiosity what did the folks at south park think of the dangers of second hand smoke.**

***Me I think its BS, yeah with all the factories, cars, busses kicking out toxic sludge into the air it's the little thread of smoke from a***

*cigarrete that gets me :rolleyes: .*

*By the way I just want o promote smoking. Smokers generally die younger, and nothing costs society more than really old people.*

Heh:)

South Park classed the "government warnings" about second hand smoke as lies, along with the silly crap about drug use supporting terrorism. right you are about auto and other toxic emmissions clouding the skies. It makes me shake my head in wonder to see health conscious folk who watch their diet, don't smoke, out running or jogging beside a busy road. Breathe deeply, good people, and a good thing you aren't adding tobacco smoke to that crap you're inhaling.

As for smokers dying younger than average, right! That's the 30% i noted, and 3 in 10 is not a very good odds ratio, so I discourage others from taking up the habit. Most of my children don't smoke, one alone does, and that only occasionally.

Damn, all this typing makes me want to have a cigar and coffee now.

Cheers,  
Gary

---

diaglo

Tuesday, 28th January, 2003, 07:41 PM

Re: To Each his Own

Quote:

Originally posted by Col\_Pladoh  
**Well, amigo...**

**Appreciate the concern though, for sure.**

well i'm with the government and here to help you. :D

the check is in the mail

and all that jazz.

---

Col\_Pladoh

Tuesday, 28th January, 2003, 08:21 PM

Re: Re: To Each his Own

Quote:

Originally posted by diaglo

**well i'm with the government and here to help you. :D**

**the check is in the mail**

**and all that jazz.**

Heh!

As a Libertarian I'll say no thanks. Just let me retain my individual liberty and make my own way, life decisions included ;)

cheers,  
Gary

## Q&amp;A with Gary Gygax continuation thread Part II

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Mark

Tuesday, 28th January, 2003, 08:25 PM

Poppa G,

Just for giggles, please vote in this poll and post to the thread...

<http://enworld.cyberstreet.com/showt...threadid=38792>

:)

---

Lisa Nadazdy

Tuesday, 28th January, 2003, 08:25 PM

HmMMMM... since you're still bouncing around here like a bad check, let me ask you:

Do you consider roleplaying to be "art"?

---

Darrin Drader

Tuesday, 28th January, 2003, 08:25 PM

Quote:

*Originally posted by Col\_Pladoh****The long module is just that. HALL OF MANY PANES should take about a year to complete assuming about 40 sessions of four-hour length during a typical gaming year. I am still running it for my group, and they are surprised by the variety of encounters, situations, and environments I managed to work into it :eek:******Troll Lord Games is play-testing it now too, and likely will package it as a boxed set due to its size.***

Is there any chance you and TLG will reconsider the whole box set thing? I side with the many people who don't care for them as much for the following reasons:

1. They usually don't hold up as well as hardbacks.
2. They have a larger footprint.
3. Materials are more easily lost.
4. The material is actually harder to access due to the format and storage.

This is not to mention that I already have more box sets than I know what to do with. I still have the original Greyhawk box set, the Forgotten Realms (1st and 2nd edition) and related box sets, Return to the Tomb of Horrors, the Rod of Seven Parts, etc. all taking up too much space. I would like to take the new adventure and be able to file it next to Necropolis, The Hermit, and the Slayer's Guide to Dragons.

Just something to consider. Keep up the great work!

---

Col\_Pladoh

Tuesday, 28th January, 2003, 08:33 PM

Quote:

*Originally posted by Mark****Poppa G,******Just for giggles, please vote in this poll and post to the thread...******<http://enworld.cyberstreet.com/showt...threadid=38792>******:)***

Actually, I was a gamer in the 1940s--cards and chess, from there added various boardgames, chess variants, mah jongg. In 1958 I played my first board wargame, and was a military miniatures buff by the early 1960s. Having "1970" as the earliest decade one could vote for as being a gamer is discriminatory :D

Heh,  
Hary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 08:36 PM

Quote:

*Originally posted by Lisa Nadazdy****HmMMMM... since you're still bouncing around here like a bad check, let me ask you:***

*Do you consider roleplaying to be "art"?*

---

Playing a game can be done artfully by a superior player, but no game is an art form. Creating them might verge on being an art form but it is more a craft, IMO;)

---

diaglo

Tuesday, 28th January, 2003, 08:38 PM

Quote:

*Originally posted by Baraendur*

***This is not to mention that I already have more box sets than I know what to do with. I still have the original Greyhawk box set, the Forgotten Realms (1st and 2nd edition) and related box sets, Return to the Tomb of Horrors, the Rod of Seven Parts, etc. all taking up too much space. I would like to take the new adventure and be able to file it next to Necropolis, The Hermit, and the Slayer's Guide to Dragons.***

---

Those aren't boxed sets.:rolleyes:

Real boxed sets had 3 booklets and a reference (DM cheat sheet)

plus dice or the promise of dice.

i still use my chits. :D

---

Col\_Pladoh

Tuesday, 28th January, 2003, 08:42 PM

Boxed Set HOMP Presentation

Quote:

*Originally posted by Baraendur*

***Is there any chance you and TLG will reconsider the whole box set thing?***

---

With a ms. over 500 pages in length, some maps and hand-outs not included, there will need to be two books for the module. A boxed set seems the best answer. Maybe a book-sized one, a sleeve that could accommodate the volumes and loose-page material would be better received than a large box...?

Cheerio,  
Gary

---

barsoomcore

Tuesday, 28th January, 2003, 08:51 PM

Quote:

*Originally posted by Col\_Pladoh*

***Playing a game can be done artfully by a superior player, but no game is an art form. Creating them might verge on being an art form but it is more a craft, IMO;)***

---

I've wondered about this for some time and here's my take (since I know you want to hear):

Games and art are fundamentally different things. Art is an expression of someone's (or several someone's) ideas about something. Whether it's a story or a painting, it's somebody **SHOWING** you something. Art is not participatory. The **APPRECIATION** of art is participatory, but the artwork itself exists without the audience. It may not have any meaning but it still exists.

Games are problems to be solved, where the solution must fit into previously-determined rules. Nobody has to show anybody anything. Nothing has to be said. All that has to happen is the problem (get the puck into the net, capture the king, etc) has to be solved.

People like to watch both. Both are entertaining to a greater or lesser degree.

A role-playing game is a weird mishmash of both. On the one hand, the rules and support materials clearly provide the problem-solving context of a game. However, the fact that the problem being solved isn't always known (a campaign can go in vastly different directions than anyone expects) makes it hard to say firmly that it's strictly a game.

My feeling is that a *game session* can be art. Sometimes everything comes together, and everyone works in harmony and something fantastic and memorable happens. Sometimes it's just a couple of moments in a game session. But it can be art. There's something being presented (the actions and imagined situation) and there's an audience (the players, who are also the creators).

I always have a hard time expressing this notion. But it's those moments, frankly, that keep me playing.

---

Hadit

Tuesday, 28th January, 2003, 10:28 PM

Greetings Gary,

Back a ways in the thread you were speaking about reading material. I just wanted to offer a fiction selection: "The Book of the New Sun" by Gene Wolfe. I consider it to be the finest sf/fantasy novel(s) I have ever read... very inspirational!

Take care, Douglas

---

MerricB

Tuesday, 28th January, 2003, 10:30 PM

G'day Gary!

Wow... the thread continues! :)

It occurred to me the other day that you've told many stories about your players and yourself going into great danger to get treasure...

...what happened to the treasure?

What did you spend it on?

Or does Mordenkainen have a great pile of gold and platinum underneath his stronghold that a new generation of adventurers can seek to obtain? :)

Cheers!

---

jgbrowning

Tuesday, 28th January, 2003, 10:43 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**Actually, any medieval history book is useful to the designer-suthor. The "See Inside" an "Everyday Life" series are generally excellent additions of solid material from C.W.C. Oman and Violette Le Duc, Burtons Book of the Sword, and Stone's Golssary of the Construction, Decoration and Use (etc.)**

---

I have to add a big "heck yes!" to Stone's book. It was out of print for a long time (may still be, dunno), but if you want only one book on arms and armor, this is probably the one for you.

joe b.

---

jgbrowning

Tuesday, 28th January, 2003, 10:46 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**Playing a game can be done artfully by a superior player, but no game is an art form. Creating them might verge on being an art form but it is more a craft, IMO;)**

---

heh, seems to be my day of being a yes man to gary.. oh well....

yeah, whenever i stand next to a real piece of art, i can feel how small much of what my life is. real art always seems to beat me over the head. guess art's more like a mace than a sword. :)

joe b.

---

Darrin Drader

Tuesday, 28th January, 2003, 10:52 PM

Well, I'm going to interject an opinion about the whole art vs. trade where it regards RPG's. The rules have to be functional as a system, which would suggest that the design of them is a trade. On the other hand, different designers have their own style, and people will make purchasing decisions based on the name on the cover. Books with the names Monte Cook, Gary Gygax, Sean K. Reynolds, and Chris Pramas (among others) tend to outsell the ones by lesser known designers. This suggests art. I think that a game can be both art and a trade. A carpenter who is known to extremely nice nightstands will be viewed as both, so why can't a game designer?

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:21 PM

Quote:

---

*Originally posted by barsoomcore*

***I've wondered about this for some time and here's my take (since I know you want to hear):***

***Games and art are fundamentally different things. Art is an expression of someone's (or several someone's) ideas about something. Whether it's a story or a painting, it's somebody SHOWING you something. Art is not participatory. The APPRECIATION of art is participatory, but the artwork itself exists without the audience. It may not have any meaning but it still exists.***

***Games are problems to be solved, where the solution must fit into previously-determined rules. Nobody has to show anybody anything. Nothing has to be said. All that has to happen is the problem (get the puck into the net, capture the king, etc) has to be solved.***

***People like to watch both. Both are entertaining to a greater or lesser degree.***

***A role-playing game is a weird mishmash of both. On the one hand, the rules and support materials clearly provide the problem-solving context of a game. However, the fact that the problem being solved isn't always known (a campaign can go in vastly different directions than anyone expects) makes it hard to say firmly that it's strictly a game.***

***My feeling is that a game session can be art. Sometimes everything comes together, and everyone works in harmony and something***



*fantastic and memorable happens. Sometimes it's just a couple of moments in a game session. But it can be art. There's something being presented (the actions and imagined situation) and there's an audience (the players, who are also the creators).*

*I always have a hard time expressing this notion. But it's those moments, frankly, that keep me playing.*

---

In general i can't disagree with most of the above. however, i don't believe that a play session can be art. By the definition you give art is participatory, and most anything of that nature done in memorable fashion and satisfying all the participants then fits into the art category. As I mentioned, play can be artful, but I don't believe that raises it to an art form, even of the performing arts category, that being group participatory and usually with an audience to view the performance.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:23 PM

Quote:

---

*Originally posted by Hadit*

**Greetings Gary,**

**Back a ways in the thread you were speaking about reading material. I just wanted to offer a fiction selection: "The Book of the New Sun" by Gene Wolfe. I consider it to be the finest sf/fantasy novel(s) I have ever read... very inspirational!**

**Take care, Douglas**

---

thanks for the tip, and when I am searching for some fantasy fiction I'll make a point of looking for Gene Wolfe;)

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:26 PM

Quote:

---

*Originally posted by MerricB*

**G'day Gary!**

**Wow... the thread continues! ;)**

**It occurred to me the other day that you've told many stories about your players and yourself going into great danger to get treasure...**

**...what happened to the treasure?**

**What did you spend it on?**

**Or does Mordenkainen have a great pile of gold and platinum underneath his stronghold that a new generation of adventurers can seek to obtain? ;)**

**Cheers!**

---

Hi Merric,

Building a vast stronghold, and employing lots of henchmen and troops, tends to take care of excess wealth;) Any leftover treasure went to dragons Ghorki and Porki for their bedding :D

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:32 PM

Quote:

---

*Originally posted by jgbrowning*

**I have to add a big "heck yes!" to Stone's book. It was out of print for a long time (may still be, dunno), but if you want only one book on arms and armor, this is probably the one for you.**

**joe b.**

---

Joe, it can ;ikely be found used online, maybe even on Ebay. It is a real must for the arms & armor buff for sure:)

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:35 PM

Quote:

---

Originally posted by Baraendur

**Well, I'm going to interject an opinion about the whole art vs. trade where it regards RPG's. The rules have to be functional as a system, which would suggest that the design of them is a trade. On the other hand, different designers have their own style, and people will make purchasing decisions based on the name on the cover. Books with the names Monte Cook, Gary Gygax, Sean K. Reynolds, and Chris Pramas (among others) tend to outsell the ones by lesser known designers. This suggests art. I think that a game can be both art and a trade. A carpenter who is known to extremely nice nightstands will be viewed as both, so why can't a game designer?**

Okay, if the term "art" is extended to artistic design elements, as in craftwork done by masters of their trade, I'll buy what you suggest :)

Playing an RPG is participating in a form of entertainment, though, not art by any stretch of the imagination (pun intended).

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 28th January, 2003, 11:49 PM

Quote:

Originally posted by Baraendur

**Well, I'm going to interject an opinion about the whole art vs. trade where it regards RPG's. The rules have to be functional as a system, which would suggest that the design of them is a trade. On the other hand, different designers have their own style, and people will make purchasing decisions based on the name on the cover. Books with the names Monte Cook, Gary Gygax, Sean K. Reynolds, and Chris Pramas (among others) tend to outsell the ones by lesser known designers. This suggests art. I think that a game can be both art and a trade. A carpenter who is known to extremely nice nightstands will be viewed as both, so why can't a game designer?**

Design can be more than workmanlike, so yes. there is some degree of art involved in writing game material. As you note, something akin to that of a master craftsman's or artisan's touch in making furniture or jewelry. On playing a RPG, though, there is no art involved;)

Cheers,  
Gary

---

Darrin Drader

Wednesday, 29th January, 2003, 12:36 AM

Quote:

Originally posted by Col\_Pladoh

**Design can be more than workmanlike, so yes. there is some degree of art involved in writing game material. As you note, something akin to that of a master craftsman's or artisan's touch in making furniture or jewelry. On playing a RPG, though, there is no art involved;)**

Not to disagree with you, but I'll play devil's advocate for a moment. :D

Couldn't participating in an RPG almost be considered an odd form of performance art? Just a thought. You don't have to answer that.

## Q&amp;A with Gary Gygax continuation thread Part II

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pogre

Wednesday, 29th January, 2003, 12:46 AM

Re: Boxed Set HOMP Presentation

Quote:

*Originally posted by Col\_Pladoh*

***With a ms. over 500 pages in length, some maps and hand-outs not included, there will need to be two books for the module. A boxed set seems the best answer. Maybe a book-sized one, a sleeve that could accommodate the volumes and loose-page material would be better received than a large box...?***

***Cheerio,  
Gary***

I like the idea of a nice big box - foldout maps, handouts, map overlays - put it all in a box. Sounds awesome!

mythusmage

Wednesday, 29th January, 2003, 12:52 AM

Adding to the Art Topic

I wouldn't call a game session art. I would say that one could use what occurred in a game session as source material for art. The retelling of the events as literature, illustrations of dramatic moments or scenes from the game setting.

A lot like real life.

An RPG is not art. An RPG is a tool one can use to create art. The Paladin has a dramatic (and fatal) bout with a demon lich? Then you could get stories, painting, sculpture, dramatic presentations et. al. out of the event.

Let's say the party then retreats from the beast's lair, to rest and recoup, and enlist assistance against the creature. They tell of their encounter and the Paladin's demise, with the result that the local minstrels, troubadors, and Bards compose lays and ballads of the deed. Thus does the world come more to life for the players. Be there any budding artists among the players, the DM could encourage them to present how they see the battle. Artwork that he can then present to others as examples of what has occurred in the past and of the sort of world he presents in his game.

This leading us to the "art" of playing and GMing RPGs, but that's getting off the subject.

On a much less serious note.

Gary, of course I'd edit any manuscript you send me. It's my religious duty. Good reader, the next time you read *Necropolis* or *The Slayer's Guide to Dragons*, send up a prayer for the editors who worked on the volume. To be charitable, Gary's use of English composition is, uhm, "inventive".:D

(If bad grammar was the mark of a great writer, Gary Gygax would be this generation's Shakespeare.)

Geoffrey

Wednesday, 29th January, 2003, 01:47 AM

HALL OF MANY PANES sounds like it might be your best module yet, Gary!

You might enjoy what's going on where I live (Pueblo, Colorado). On January 1st a city-wide smoking ban in ALL public places (including bars) went into effect. The heroic bar owners united and collected far and away enough signatures to get the ban suspended. Now the little orcs and Wormtongues on the city council have to decide whether to just drop the whole thing or send it to a general election.

Heh. One of my favorite parts of the Two Towers movie is the scene in which Gimli is eating and drinking beer in Theoden's hall, Aragorn is smoking, and they all are armed to the teeth. Weapons, alcohol, and tobacco: The good guys don't forbid these things! :D

ScottGLXIX

Wednesday, 29th January, 2003, 07:24 AM

Gary, I remember not too long ago you were trying to remember what a bit of the poem refering to Thrommel in the ToEE meant, the nine, On three, in six, lies nine... Did you ever remember what the nine was for? Also, for many years, I was always curious about Lareth from the moathouse being a cleric of Lolth, it never really went anywhere in the published version. I'm guessing now that you had originally intended to go with Lolth, but because of using her in the GDQ series you wanted to come up with something new, and Zugtmoy ended up being behind things at the temple, and Lareth could just be considered a cleric of Zuggy, or did you have bigger plans for Lolth?

Scott

Inzae

Wednesday, 29th January, 2003, 07:54 AM

throwing this out

Hall of Panes may have dice in it. I am pushing hard, really pushing (I think Steve is going to hit me soon) for the dice. Special unique dice. A

one sided die - hheheh

its late... what can I say. the module is stupendous and somewhat overwhelming to my little head, so it deserves dice.

Davis

---

johnsemlak

Wednesday, 29th January, 2003, 07:58 AM

Quote:

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*Originally posted by Col\_Pladoh*

***Actually, I was a gamer in the 1940s--cards and chess, from there added varius boardgames, chess variants, mah jongg. In 1958 I played my first board wargame, and was a military miniatures buff by the early 1960s. Having "1970" as the earliest decade one could vote for as being a gamer is discriminatory :D***

***Heh,  
Hary***

---

As the starter of that thread I'd like to apologize. I did however note that if you started before the 70's you could post so. By 'gaming' I was vaguely (perhaps too vaguely) referring to RPGs and D&D, which didn't exist before the 70s in the form they exist now.

---

Col\_Pladoh

Wednesday, 29th January, 2003, 12:49 PM

Quote:

---

*Originally posted by Baraendur*

***Not to disagree with you, but I'll play devil's advocate for a moment. :D***

***Couldn't participating in an RPG almost be considered an odd form of performance art? Just a thought. You don't have to answer that.***

---

Heh, but I want to answer ;)

If there was an audience being entertained by the game play, say at a convention, then it might be a form of performance art. That feature would be incidental to the game, though, and it's play. By this measure football and other spectator sports are art forms :D

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 29th January, 2003, 12:51 PM

Quote:

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*Originally posted by johnsemlak*

***As the starter of that thread I'd like to apologize. I did however note that if you started before the 70's you could post so. By 'gaming' I was vaguely (perhaps too vaguely) referring to RPGs and D&D, which didn't exist before the 70s in the form they exist now.***

---

Sure:)

I was just having a little fun. Being an Old Fart must have some compensations, right?

:eek:

Gary

---

Col\_Pladoh

Wednesday, 29th January, 2003, 01:00 PM

Re: Adding to the Art Topic

Quote:

---

*Originally posted by mythusmage*

***(If bad grammar was the mark of a great writer, Gary Gygax would be this generation's Shakespeare.)***

---

My, my, Alan!

Aren't we precious?!

Perhaps your assesement is not as astute as you might think ;)

Cheers,  
Gary

---

Quote:

*Originally posted by Geoffrey*

**HALL OF MANY PANES sounds like it might be your best module yet, Gary!**

Thanks kindly:) It is certainly different from any other I have done--or even heard about.

Quote:

***You might enjoy what's going on where I live (Pueblo, Colorado). On January 1st a city-wide smoking ban in ALL public places (including bars) went into effect. The heroic bar owners united and collected far and away enough signatures to get the ban suspended. Now the little orcs and Wormtongues on the city council have to decide whether to just drop the whole thing or send it to a general election.***

***Heh. One of my favorite parts of the Two Towers movie is the scene in which Gimli is eating and drinking beer in Theoden's hall, Aragorn is smoking, and they all are armed to the teeth. Weapons, alcohol, and tobacco: The good guys don't forbid these things! :D***

Health Police are certainly Nazi-like. Of course the Nazis wanted to regulate all aspects of life, and disarmed the civilian population of Germany.

What I wonder is why restaurants and bars can't be "smoking" or "non-smoking" according to the owners' decision. As a smoker I will usually look for a place that allows a cigarette or cigar after dinner, but if it's a good place I'll eat there even if they forbid lighting up. Not a bar in the world I'd patronize, though, that was posted as no smoking. (And yes, I do own firearms.)

Cheers,  
Gary

Quote:

*Originally posted by ScottGLXIX*

***Gary, I remember not too long ago you were trying to remember what a bit of the poem refering to Thrommel in the ToEE meant, the nine, On thre, in six, lies nine... Did you ever remember what the nine was for? Also, for many years, I was always curious about Lareth from the moathouse being a cleric of Lolth, it never really went anywhere in the published version. I'm guessing now that you had originally intended to go with Lolth, but because of using her in the GDQ series you wanted to come up with something new, and Zuggtmoy ended up being behind things at the temple, and Lareth could just be considered a cleric of Zuggy, or did you have bigger plans for Lolth?***  
***Scott***

Well Scott...

Thinking back, I believe that the "nine" was meant to refer to Thrommel being the ninth of his line in succession for the crown--and his level, which of course could not be "known" per se. the trouble is, one forgets to set forth all the information created as backstory.

As for Lareth, yes, I did plan to develop Lolth in a different direction. The Q1 module sort of shot that idea down in flames... She would have made a comeback via the EEG, though, as he was planned as the central baddie in another adventure module...that I never got around to writing:)

Cheers,  
Gary

Re: throwing this out

Quote:

*Originally posted by Inzae*

***Hall of Panes may have dice in it. I am pushing hard, really pushing (I think Steve is going to hit me soon) for the dice. Special unique dice. A one sided die - hheheh***

***its late... what can I say. the module is stupendous and somewhat overwhelming to my little head, so it deserves dice.***

***Davis***

One-sided dice are easy to make--Möbius strips ;) they will "roll" perfectly too, and have absolutely accurate chances for the random number generated! Stupendous, eh, Davis?

Anyway, we have someone who would likely prefer a sleeve-type packaging of the material and a vote for a regular box. So much for polls...

Heh, Gary

Hello All

Hello all,

I see the formatting discussion of HOMP has left the Troll Dens and entered the halls and bars of ENTown (hey I just made that up, I want copy right and trademark on the name :D ).

This project is huge. Davis has the full thing on his desk so I don't know the final page count, but the ms is something like 390 pages I think. This equates to a huge book (after art, maps and so forth). Almost too big for one hard back. Books tend to reach a critical mass at certain sizes and the glue or weave binding the pages won't hold and it busts. I just finished reading John Tolands 800 page treatment of the Pacific Wa (WWII) and the book 'popped' about page 600. This is one thing we don't want to do.

So we've looked at several options and right now the boxed set looks the best. The box would be a tuck and fold box . . . I can't remember what those are called, but the lid tucks back into the box itself. It will contain one large main game book and a smaller book with supplementary rules and so forth. We are toying with a type of GM screen for it and/or at least several GM loose reference sheets and fold out maps (the likes of which you see in our Companion Books).

Davis is pushing hard for a mini pack and some dice. Both of which would be sweet, but we have to weigh that with cost. We don't want the puppy to fall into a bracket so expensive you can't afford to buy it.

The other option is to put our bag packing boots on and jam as much text per page as we can and try to squeeze it into one 300 page hardback. Again, I'm not sure where critical mass is, my Codex of Erde is holding up very nicely (256 pages) after a year's use. So one huge book may in the end be the way to go. But then there are the maps, screen and so forth.

As for a DVD collection of the GFW? Hmm, we hadn't thought about that. Wow. I'm not sure who posted that but that is a very good idea. ....pause after long thought.... now you have my little noodle working. An interactive DVD where the rules and templates and charts supplied in the various books are brought together so that you can build yourself the environment without having to comb through the text. I don't know if that would work, but definately worth pursuing. The wealth of knowledge in these books is mind boggling. Host of small giblets of information that really help one round out the game.

But wait, I'm yammering on about the GFW and that's for the 20 publishers forum.

In short HOMP is gearing for TLG's first boxed set. In the coming days I will ask Davis to add a discussion on our message boards <http://pub83.ezboard.com/btrollordgames> to give people feed on what we are doing and more about that project.

I'm also thinking Daniel Horne for the cover . . .

Steve  
:cool: (why can't I get my smoking/hat man I use on other boards here!)

---

mystraschosen

Wednesday, 29th January, 2003, 02:57 PM

Excuse me Gary ,hate to bother you about something you have obviously answered many times over,but I am in a bit of a bind.

I love to write.....about anything really,but sometimes it becomes very hard for me.I feel overwhelmed by my ideas and don't quite know where to start or how to structure the grand ideas I envision into a proper manuscript. This very well may have to do with the fact that I have no professional writing experience,and also never having taken a class or been taught per say could be a big part.

I humbly ask for ideas on how to go about this.How do you lay everything out?What do you do when you get bogged down or overwhelmed by the sheer flood of ideas that come faster than you can articulate them onto paper?Is there a certain way you have found easier to structure your outlines?

I have begun toying with a microrecorder to preserve my ideas before they flit out of my head and it has improved things considerably.However I still get overwhelmed pretty frequently and am at my wits end on how to get around this.

Thanks for your help.  
Good day to you swammy.

---

Col\_Pladoh

Wednesday, 29th January, 2003, 04:12 PM

Re: Hello All

Quote:

---

*Originally posted by Troll Lord*  
**Hello all,**

...

***Davis has the full thing on his desk so I don't know the final page count, but the ms is something like 390 pages I think.***

...

Esteemed Publisher!

The ms. I sent was over 500 pages in length--around 530 IIRR--not counting maps. Davis is a nice guy, and you can talk to him, honest. After all, he is your bro, right? :eek:

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 29th January, 2003, 04:27 PM

Quote:

---

Originally posted by mystraschosen

**Excuse me Gary ,hate to bother you about something you have obviously answered many times over,but I am in a bit of a bind.**

---

That's part of the reason why I am here, so no problem:)

Quote:

---

***I love to write.....about anything really,but sometimes it becomes very hard for me.I feel overwhelmed by my ideas and don't quite know where to start or how to structure the grand ideas I envision into a proper manuscript. This very well may have to do with the fact that I have no professional writing experience,and also never having taken a class or been taught per say could be a big part.***

***I humbly ask for ideas on how to go about this.How do you lay everything out?What do you do when you get bogged down or overwhelmed by the sheer flood of ideas that come faster than you can articulate them onto paper?Is there a certain way you have found easier to structure your outlines?***

---

When i get an idea i write it down on scratch paper if I am not at the computer. Then I give it a title as close as possible to what the idea pertains to--a name if it's a book or module concept, and put it into a file.

When i have time I read the notes, expand them usually, and create an outline of the work to be done. Using that outline I develop separate files for the parts indicated, and write material for them as the ideas come.

When the body of the material is completed I go back and write the introductory portion based on what has developed. that introductory work might well necessitate the revision of some of the following work--it's a good way to check that you've done what you aimed at and said was done.

Just finding the time and energy to get the material into form can be a problem. As for lack of inspiration/ideas, if the work is divided into sections, skip to the section that appeals to you the most at the time. If that doesn't work, watch or read something that pertains to the subject, and that might trigger your creative muse :D

Quote:

---

***I have begun toying with a microrecorder to preserve my ideas before they flit out of my head and it has improved things considerably.However I still get overwhelmed pretty frequently and am at my wits end on how to get around this.***

***Thanks for your help.  
Good day to you swammy.***

---

The recorder is a great idea, and it will prove very useful, I am sure., Ideas come swiftly at times, and they leave just as rapidly, forgotten in the flood of others surfacing.

Hope what i noted above will be of some help to you.

Cheers,  
Gary

---

diaglo

Wednesday, 29th January, 2003, 04:46 PM

Quote:

---

Originally posted by Col\_Pladoh

***Health Police are certainly Nazi-like. Of course the Nazis wanted to regulate all aspects of life, and disarmed the civilian population of Germany.***

---

now wait a second. i never said stop. i said cut back.

speaking of Nazis and fiction, something tells me you have been reading too much

Philip K. Dick.

---

Melan

Wednesday, 29th January, 2003, 04:55 PM

This Hall of Many Panes looks like a campaign in itself... What is the level range and... Oh yes, when does it come out? (Must preorder ASAP - Gaxmoor took lots of months, much more than it should have...)

---

Geoffrey

Wednesday, 29th January, 2003, 05:36 PM

Friend diaglo, I certainly wasn't and I'm sure Gary wasn't referring to you as a health Nazi. It's the governmental agents who seek to make smoking illegal in certain venues who are the health Nazis. You were just giving advice. The health Nazis issue orders.

Regarding HALL OF MANY PANES: I vote for a box. This sounds like a great excuse for diving deep into a Legendary Adventures campaign!

---

mystraschosen

Wednesday, 29th January, 2003, 05:43 PM

Quote:

---

Originally posted by Geoffrey

***Friend diaglo, I certainly wasn't and I'm sure Gary wasn't referring to you as a health Nazi. It's the governmental agents who seek to***

*make smoking illegal in certain venues who are the health Nazis. You were just giving advice. The health Nazis issue orders.*

***Regarding HALL OF MANY PANES: I vote for a box. This sounds like a great excuse for diving deep into a Lejendary Adventures campaign!***

---

Now that sounds like a excellent idea my friend,you have just got my creative juices flowing. Away with me to work on a project.  
Thanks :D



Troll Lord

Wednesday, 29th January, 2003, 07:13 PM

DOH!

Ahem! Okay, I just called Davis to clear up the page count of the ms.

The 391 pages I quoted earlier was only the body of the book. Apparently I failed to send Davis all the appendixes and what nots. LOL And, apparently, he's emailed me several times about not getting all of HOMP (he had some rather choice words to describe me as well... :eek: ).

Oh well hell.

So, it looks like Gary's right on. The submitted ms is actually closer to 500 pages.

Boxed set it is! ;)

My apologies to all. Ahem (bowing out slowly, watching all eyes...)

Steve

:cool:

Col\_Pladoh

Wednesday, 29th January, 2003, 09:29 PM

Dialgo,

Geoffrey is quite right, and sorry if I somehow made it seem as if I were referring to you as a Health Nazi. I was not and do appreciate words of advice...even if I fail to heed them ;)

Melan,

As i recall, the level range for beginning PCs for the HALL' module has been suggested as six of 8th level. I believe that three or four good players of that level could manage the encounters quite well. The Trolls alone know the release date, but my prognostication is late July...

Mystraschosen,

That's what I've been doing, working on a creative project, and my head is aching from the concentration, so this post is a "break" from that....

Geoffrey,

While I have played it using the LA game system, the HALL OF MANY PANES is set for d20 play also, so however you prefer will work.

Steve,

Right on! My page count for the main body of text in 12 point Times New Roman is 515. If that is put into 10 point Ariel, it will come down to about 400 pp, likely, so your 300 and something count makes sense. But as you note, all those sidebar and other separate bits add to the main text, as do the maps, so two volumes are a certainty for this work.

It is a long one, a campaign module that the GM can hasten through in under a year or spin out to a two year length if that's the desire. Plenty of room was left in the material for GM addition so as to draw out events. I used the shortest form as the base;)

Cheers,

Gary

mythusmage

Wednesday, 29th January, 2003, 11:51 PM

Aint I Horrible?:p

Quote:

*Originally posted by Col\_Pladoh*

***My, my, Alan!***

***Aren't we precious?!***

***Perhaps your assesement is not as astute as you might think ;)***

***Cheers,***

***Gary***

Here, good reader, you can see an old saying in action, "Familiarity breeds amusement." :)

BTW, I now take this opportunity to welcome Davis Chennault to the rarified world of those who've edited the good Col. Counseling is available from your local mental health clinic.

And, Gary, I was going to use H.P. Lovecraft instead, but at least he had a talent for overwriting.:)

---

Napftor

Thursday, 30th January, 2003, 01:40 AM

General Appreciation

I don't really have any pressing questions, but just wanted to pop in and say THANK YOU GARY for doing what you've done, what you are doing, and what you will do. D&D is a vital part of my life and brings forth nothing but good memories and feelings. You are *the* man, as far as I'm concerned. And don't let anyone tell you otherwise.

Game on!

---

Col\_Pladoh

Thursday, 30th January, 2003, 01:37 PM

No... Comic Relief

Quote:

*Originally posted by mythusmage*

***Here, good reader, you can see an old saying in action, "Familiarity breeds amusement." :)***

***BTW, I now take this opportunity to welcome Davis Chennault to the rarified world of those who've edited the good Col. Counseling is available from your local mental health clinic.***

***And, Gary, I was going to use H.P. Lovecraft instead, but at least he had a talent for overwriting.:)***

Thank you Alan. You serve as a perfect Jack Pudding. All I need now is a regular jester for you to back up :D

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 30th January, 2003, 01:43 PM

Re: General Appreciation

Quote:

*Originally posted by Napftor*

***I don't really have any pressing questions, but just wanted to pop in and say THANK YOU GARY for doing what you've done, what you are doing, and what you will do. D&D is a vital part of my life and brings forth nothing but good memories and feelings. You are the man, as far as I'm concerned. And don't let anyone tell you otherwise.***

***Game on!***

Howdy Bret:)

The good words are appreciated. I have to agree that gaming has much to offer, including many great memories and good friends made because of it. I note you do freelance writing, and knowing how tough it is, wish you the best of success.

BTW, don't mind Mythusmage, he's always acting up :)

Cheers,  
Gary

---

Arravis

Thursday, 30th January, 2003, 07:46 PM

Last night I had the "pleasure" of watching the movie "Mazes and Monsters". While my friends and I were watching this... umm... masterpiece of cinema and laughing like hyena's, we wondered how come you guys never sued them and what were your thoughts on the movie?

Oh, andnd Gary... thank you for an incredible game :).

---

Col\_Pladoh

Thursday, 30th January, 2003, 08:15 PM

Quote:

*Originally posted by Arravis*

***Last night I had the "pleasure" of watching the movie "Mazes and Monsters". While my friends and I were watching this... umm... masterpiece of cinema and laughing like hyena's, we wondered how come you guys never sued them and what were your thoughts on the movie?***

***Oh, andnd Gary... thank you for an incredible game :).***

Rona Jaffe is a second-rate author for sure, and her M&M book was an evident potboiler. There was no grounds for a lawsuit, and any attempt would merely have generated publicity for her, so TSR did what was best--ignored the whole thing.

As for the thanks, welcome, and rest assured I've had a lot of fun in this whole matter ;)

Cheers,  
Gary

---

dcas

Thursday, 30th January, 2003, 09:09 PM

Re: Boxed Set HOMP Presentation

Quote:

*Originally posted by Col\_Pladoh*

***With a ms. over 500 pages in length, some maps and hand-outs not included, there will need to be two books for the module. A boxed set seems the best answer. Maybe a book-sized one, a sleeve that could accommodate the volumes and loose-page material would be better received than a large box...?***

That sounds very palatable. My issue with boxed sets is that they get easily crushed -- and the family has so many books that most of my RPG stuff gets stacked downstairs. The biggest offender by far is the original *Kingdoms of Kalamar* boxed set -- it's about twice as big as it needs to be.

Of course, if TLG was willing to produce a hardcover with sewn signatures, the size of a single volume might not be an issue. . . . ;)

---

mythusmage

Thursday, 30th January, 2003, 09:38 PM

Ladies and Gentlemen, I only razz the good Col. because it's fun. Gary's an irascible old coot, and a libertine (He spells it l-i-b-e-r-t-a-r-i-a-n, but we all know about his typos:)). Lest you get the right idea about me, be aware that I have enjoyed his work over the years, admire him for his imagination and his near encyclopedic store of knowledge, and appreciate what he has done for people all over the world. My life has been a much richer one for having known him. (Vocabulary wise at the very least.:D)

---

Col\_Pladoh

Thursday, 30th January, 2003, 10:03 PM

Re: Re: Boxed Set HOMP Presentation

Quote:

*Originally posted by dcas*

***That sounds very palatable. My issue with boxed sets is that they get easily crushed -- and the family has so many books that most of my RPG stuff gets stacked downstairs. The biggest offender by far is the original Kingdoms of Kalamar boxed set -- it's about twice as big as it needs to be.***

***Of course, if TLG was willing to produce a hardcover with sewn signatures, the size of a single volume might not be an issue. . . . ;)***

How well i know about a clutter of books, magazines and games. My wife is also into books--on antiques, so they add to the stacks of my stuff. antiuues and colectibles fill every flat surface and nich here:(

As for stitched hardbacks, is is necessary to make long runs to allow the expense, and I don't think the Trolls will sell 50K copies of the module no matter how good it is ;)

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 30th January, 2003, 10:09 PM

Quote:

*Originally posted by mythusmage*

***Ladies and Gentlemen, I only razz the good Col. because it's fun. Gary's an irascible old coot, and a libertine (He spells it l-i-b-e-r-t-a-r-i-a-n, but we all know about his typos:)). Lest you get the right idea about me, be aware that I have enjoyed his work over the years, admire him for his imagination and his near encyclopedic store of knowledge, and appreciate what he has done for people all over the world. My life has been a much richer one for having known him. (Vocabulary wise at the very least.:D)***

Alan!

Now you've spoiled it:( Surely those who are discerning would get the idea that we were on at least amicable terms. After all you are named and thanked in the MYTHUS books, edited material of mine, and are working as author on one of the "Gygaxian Fantasy World" books :rolleyes: Meantime, it was fun to have some seemingly annoyed back and forth :D

Now I'll have to see about getting PA back posting on these boards. Being unfairly attacked and villified keeps me humble, of course...

Heh,  
Gary

---

Talath

Thursday, 30th January, 2003, 10:10 PM

Gary, maybe you've been already asked this, but what is your view of Hackmaster?

Kenzer's HM modules look fun and entertaining, and truly herald back to a day when there was a wandering prostitute table in your DMG :D

---

Inzae

Thursday, 30th January, 2003, 10:12 PM

if you think that's coooool

check out gary's 'buttocks' table in the World Builders Guide. LOL

sorry Gary, had to do it.

Davis

---

dcas

Thursday, 30th January, 2003, 10:29 PM

Quote:

*Originally posted by Talath*

**Kenzer's HM modules look fun and entertaining, and truly herald back to a day when there was a wandering prostitute table in your DMG :D**

Is there such a table in the OAD&D DMG? I don't remember it. (I don't have it on hand.) I know there were a number of such tables in Judges Guild's *City-State of the Invincible Overlord*.

---

Col\_Pladoh

Thursday, 30th January, 2003, 10:35 PM

Quote:

*Originally posted by Talath*

**Gary, maybe you've been already asked this, but what is your view of Hackmaster?**

**Kenzer's HM modules look fun and entertaining, and truly herald back to a day when there was a wandering prostitute table in your DMG :D**

From what I have seen HackMaster is very close to OAD&D, a souped-up version with some tongue-in-cheek additions to add slapstick humor. I am all for some frivolity in RPG, and I employ it often when I GM adventures in which it is appropriate. More I can't say because I have not had opportunity to actually play the game. One of the drawbacks of being so busy...and living in a small town where GMs of various RPGs are at a premium.

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 30th January, 2003, 10:38 PM

Re: if you think that's coooool

Quote:

*Originally posted by Inzae*

**check out gary's 'buttocks' table in the World Builders Guide. LOL**

**sorry Gary, had to do it.**

**Davis**

So?

It only goes to prove that my hindsight is 20/20 :D:D

Heh,  
Gary

---

MerricB

Thursday, 30th January, 2003, 10:40 PM

How big is the town in which you live, Gary?

(I don't live in a town, I live on a mountain. The nearest hamlet only has a few hundred people - if that!)

Ballarat, where I work and play D&D, has a population of about 90,000.

Cheers!

---

Col\_Pladoh

Thursday, 30th January, 2003, 10:51 PM

Quote:

*Originally posted by MerricB*

**How big is the town in which you live, Gary?**

*(I don't live in a town, I live on a mountain. The nearest hamlet only has a few hundred people - if that!)*

*Ballarat, where I work and play D&D, has a population of about 90,000.*

***Cheers!***

---

Ya, Hey Dere Merric!

Lake Geneva was about 4K people when I was a boy, but it's up to about 10K now, not coounting all the unincorporated developments surrounding the place that add about 10K.

The lake is seven miles long and a mile plus on average wide. It's spring fed and rock-bottomed, over 120 feet deep at its deepest point, so its attractive.

Tourists coming here, and summer residents make the area population swell by some 20K in the summer. Sadly, most all the big estates of the wealthy who used to have lake shore places around it have been subdivided into clusters of petty places that ruin the beauty of the shoreline. Sadly, soon what everybody comes here to enjoy will be gone--covered by little houses, roads, malls, and parking lots. No foresight in the minds of the City Fathers, and developers of real estate have no soul, only a lust for money:(

Ciao,  
Gary

---

EvilPheemy

Thursday, 30th January, 2003, 10:55 PM

Mr. Gygax

If it's not too personal a question, what sorts of firearms do you own? Sadly, I can't afford to collect shooters, I have to sate myself by collecting game volumes describing guns.

I really appreciate the time you spend answering questions from all of us. Thanks for being so candid.

KPP

## Q&A with Gary Gygax continuation thread Part II

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Napftor

Thursday, 30th January, 2003, 11:09 PM

Re: Re: General Appreciation

Quote:

*Originally posted by Col\_Pladoh*

**Howdy Bret:)**

***The good words are appreciated. I have to agree that gaming has much to offer, including many great memories and good friends made because of it. I note you do freelance writing, and knowing how tough it is, wish you the best of success...***

Thanks for the well wishing. I've been at this for a year now and have met with surprising success. As I said, none of it would have been possible without you. I aspire to be half the writer you are. :)

And I've got a question now! This may or may not have been asked before, but I'm curious as to exactly how much creative control you possessed up until your association with TSR ended. That would be creative control over product lines, new books, what have you.

Col\_Pladoh

Friday, 31st January, 2003, 03:51 PM

Quote:

*Originally posted by EvilPheemy*

**Mr. Gygax**

***If it's not too personal a question, what sorts of firearms do you own? Sadly, I can't afford to collect shooters, I have to sate myself by collecting game volumes describing guns.***

***I really appreciate the time you spend answering questions from all of us. Thanks for being so candid.***

**KPP**

Howdy!

When I began wargaming back in 1958 an Avalon hill boardgame was \$5, and that seemed so princely a sum that I had so save up to acquire a game. A friend and I pooled out spending money and bought the new games together. When I moved we divided the lot between us, taking turns after a die roll determined who got first pick:)

I own a 12 gauge pump and a double-barreled shotgun. a 30-30 carbine, a 7.63 mm Argentine Mauser, a 9mm Uzi, and a .22 semi-automatic. I also have several handguns, including a .45 semi-automatic, a .357 revolver, and a 9mm colt semi-automatic.

I used to do a bit of hunting and a lot of target shooting, but not much of that in the past 10 years, and I miss it.

Cheers,  
Gary

Sniktch

Friday, 31st January, 2003, 03:55 PM

Wow! Remind me never to try robbing *your* house :D I'd have to fall in the category of buying gun books to look at the pictures, but not being able to afford one myself. I mean, one gun = dozens of RPG products :D

Col\_Pladoh

Friday, 31st January, 2003, 04:07 PM

Re: Re: Re: General Appreciation

Quote:

*Originally posted by Napftor*

***Thanks for the well wishing. I've been at this for a year now and have met with surprising success. As I said, none of it would have been possible without you. I aspire to be half the writer you are. :)***

***And I've got a question now! This may or may not have been asked before, but I'm curious as to exactly how much creative control you possessed up until your association with TSR ended. That would be creative control over product lines, new books, what have you.***

Welcome, and the kind lauds are heartening. It is good to see others able to have the fun I do with gaming and earn some money too;)

As for my control at TSR, it was pretty much my call up through 1980, but after that it went south. By 1981 Brian Blume was making the major decisions, and I was completely out of creative direction by 1982, other than my own work. Even there I could not stipulate the quality of the product or it's illustration.

Cheers,  
Gary

---

Col\_Pladoh

Friday, 31st January, 2003, 04:19 PM

Quote:

---

*Originally posted by Sniktch*

**Wow! Remind me never to try robbing your house :D I'd have to fall in the category of buying gun books to look at the pictures, but not being able to afford one myself. I mean, one gun = dozens of RPG products :D**

---

Heh, and I got an early start. My grandfather matched my savings so that I could buy my first .22 rifle, a single-shor, bolt-action Winchester, when I was age 12. He kept the bolt, and I had to learn all the safety rules and do target shooting with him, hunt only with an adult, until I was age 13. From then on I worked and saved to pick up other firearms. My first shotgun was a 16 gauge three-shot, bolt-action Mossberg. Managed to bag a few pheasants and ducks with it. By trading I picked up a couple of better .22s, and then I got an old 12 gauge single-barrel shotgun that would self-break and eject a magnum shell :eek: So the armory began when I was a lad and has taken many years to become what it is.

BTW, I have in the part chased two sets of would-be burglars off by suddenly appearing with a weapon in hand, pointed only in their general direction. Funny how quickly they fled, no shots fired at all. the only time a successful burglary took place was when I was away. turned out they caught the perps--teenagers, one whose parent worked at the copshop. He'd stolen my .45, but I got it back:)

Cheers,  
Gary

Cheers,  
Gary

---

Geoffrey

Friday, 31st January, 2003, 08:03 PM

Gary, you'd make your Swiss forebears proud.

Not having the right to defend one's life, liberty, and property with deadly force is the same as not having rights at all.

When I first started playing D&D as a child in 1980, I recognized a certain sense of liberty in the AD&D and D&D games. In retrospect, I think it is your libertarianism shining through.

I most commonly describe myself as an anarcho-capitalist. The pillars of my political thought are Murray Rothbard, Hans-Hermann Hoppe, Doris Gordon, and lewrockwell.com. Where in the libertarian spectrum do you put yourself?

---

Col\_Pladoh

Friday, 31st January, 2003, 10:07 PM

Quote:

---

*Originally posted by Geoffrey*

**I most commonly describe myself as an anarcho-capitalist. The pillars of my political thought are Murray Rothbard, Hans-Hermann Hoppe, Doris Gordon, and lewrockwell.com. Where in the libertarian spectrum do you put yourself?**

---

Can't refer to any particular person when noting my beliefs, as I am pretty much an independant, not tied to any dogma; a Jeffersonian Libertarian, if I must point to some person whose political ideals I follow.

I believe that the individual is responsible as follows:

Self  
Family  
Friends  
Neighbors  
Community  
The greater polity in its many stages

Central government is necessary, but only to the extent given to it in the Constitution by the People--that power now grossly exceeded.

Cheers,  
Gary

---

MerricB

Sunday, 9th February, 2003, 03:29 AM

G'day, Gary!

Given that the films have been out for a little time now, perhaps you can tell us what you thought of Harry Potter: The Chamber of Secrets and The Lord of the Rings: The Two Towers?

:)

Someone mentioned a while back that they don't like boxed sets because the boxes get crushed. The best way to combat that is to have enough material in the box so the box *can't* be crushed. :) It's worked quite well for a couple of sets I own.

So, Gary... if the Hall of Many Panes is slightly under the size of the box, get the Troll Lords to include just a bit more filling.

Alternatively, if the Hall is bigger than the box, a larger box may well be in order. :)

Cheers!

---

mythusmage

Sunday, 9th February, 2003, 07:48 AM

This gave me an idea. How about making it a two or three volume set (depending on how the text is organized) plus a box with the maps, player goodies, etc. in a slip case that can fit into a standard book shelf?

This could lead to... ..9 he 9 ori, 2 ncyc, ofred8e. A 15 volume set containing every bit of information every produced for the *Forgotten Realms* setting, with annual updates. Bound in alligator hide (the cheapest leather you can get next to cow hide) from the famous alligator farms of Milwaukee WI.:) (Who said global warming would bring no benefits?)

---

Darrin Drader

Sunday, 9th February, 2003, 08:39 AM

Quote:

---

*Originally posted by MerricB*

***Someone mentioned a while back that they don't like boxed sets because the boxes get crushed. The best way to combat that is to have enough material in the box so the box can't be crushed. :) It's worked quite well for a couple of sets I own.***

---

I was the one making the anti-box argument, but given the sheer size of this monstrosity, I think a box will be fine. I just can't wait for it to be released now.

---

Col\_Pladoh

Sunday, 9th February, 2003, 02:29 PM

Late to the party as usual...

Howdy Merric,

I found the second Harry Potter film a letdown, not anywhere near the 9 I gave the initial one, more of a 6. On the other hand, despite TTT being too long, I had to rate it a 9, So much for my movie critic roll :rolleyes:

As far as I know, the Trolls are in process of play-testing the HALL', and whilst that takes place doing their planning for its presentation. I am fairly confident it will be boxed, but the actual composition will be a surprise to me, most likely...

Alan,

Great idea that, but one will need actual strength of 18 or better to lift the product you suggest :eek:

Darrin:

My group is playing in the HALL' now--still. They managed two panes last session, and likely will finish another this time. Play value is very high. The group is large and experienced, so they manage most challenges well, properly. After finishing the last portal one of the players wished for some combat, and lo and behold! The next pane chosen was really a H&S one that tests the mettle of all seek & destroy types. They have managed only two of the seven encounters in it, are somewhat damaged, a bit low on energy for activating Powers (casting spells), and might well lose an Avatar or two before this is done. Anyway, they've been playing about half a year and are not quite half of the way through the module.

Cheers,  
Gary

---

mythusmage

Sunday, 9th February, 2003, 02:45 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***Alan,***

***Great idea that, but one will need actual strength of 18 or better to lift the product you suggest :eek:***

---

On the positive side, you'll have ammo to use against those who consider RPGs light entertainment.:p

---

Col\_Pladoh

Sunday, 9th February, 2003, 02:48 PM

Quote:

---

*Originally posted by mythusmage*

***On the positive side, you'll have ammo to use against those who consider RPGs light entertainment.:p***

---

Not only online but on punning target, eh Alan?



I plead no contest, as I was up too late last night...

Ciao,  
Gary

---

Geoffrey

Sunday, 9th February, 2003, 04:36 PM

Hi, Gary. I have some Lejendary Adventure questions for you:

1. Why did you include Psychogenics in the game? I remember you had expressed regret for including psionics (which seem similar) in D&D and AD&D.
2. If I drop Psychogenics from the game, are there unfortunate ripples that might adversely affect the game? (Note: I plan on requiring all the players' Avatars to be human, so the "what to do about Wylfs?" question wouldn't crop-up.)
3. What level of play is Hall of Many Panes geared towards? Would a group of new Avatars be able to adventure through it?

---

Col\_Pladoh

Sunday, 9th February, 2003, 05:58 PM

Quote:

---

*Originally posted by Geoffrey*

**Hi, Gary. I have some Lejendary Adventure questions for you:**

**1. Why did you include Psychogenics in the game? I remember you had expressed regret for including psionics (which seem similar) in D&D and AD&D.**

Hi Geoffrey:)

Okay, point by point, here are the answers:

The LA game's magic system is point based, so Psychogenics, unlike AD&D's psionics, fit the overall system as just another Extraordinary Ability that can be taken. The Powers offered in the game tend to be relatively limited, and many encourage roleplay and non-combat options to encounter situations. So the comparison of the two, they being in different systems, isn't actually one that applies.

Quote:

---

**2. If I drop Psychogenics from the game, are there unfortunate ripples that might adversely affect the game? (Note: I plan on requiring all the players' Avatars to be human, so the "what to do about Wylfs?" question wouldn't crop-up.).**

The main repercussions will be in those areas where NACs and creatures are given Psychogenic Ability. the lack of that Ability will also hinder human Avatars in being able to see in darkness. A quick perusal of the list of Powers for the Ability should serve to alert you to any other drawbacks you might encounter in your campaign.

By and large, the rules and systems will be otherwise unaffected by exclusion of Psychogenic Ability.

Quote:

---

**3. What level of play is Hall of Many Panes geared towards? Would a group of new Avatars be able to adventure through it?**

The HOMP is geared for about four to six veteran players with Avatars that have adventured for a year or so, thus have added score in existing Abilities, and have added some new ones to their repertoire. In my group there are three players whose Avatars are very strong, and they could likely manage the whole alone...maybe. In some encounters numbers are important.

The module is designed to be adaptable, though, the GM adjusting the strength of opponents where believed necessary, downwards or upwards.

The upshot is that experienced players can manage with beginning Avatars if you as Lejend Master give them breaks where necessary. There are some very challenging combat scenario encounters. By doing that, they can manage those panes where problem solving and roleplay are called for in the main--or exclusively. By allowing extra Merits to them initially, so they can increase Ability scores, a newbie group could manage well enough, I believe.

Oh yes, one thing more: Many Abilities can not be raised for lack of someone to train the Avatar. That can be accommodated by having the sprites in one of the rest areas able to provide some help in this regard. There are encounters where the team can remain in the other dimension accessed by the pane, gain training there in the more difficult Abilities--the Extraordinary ones as well as Chivalry.

Cheers,  
Gary

---

Caedrel

Sunday, 16th February, 2003, 05:17 AM

Zelazny, art and guns

This thread is STILL going? Simply amazing! Hello again Gary, Merry Christmas, Happy New year, etc etc etc. Good to hear that things have been busy and going well for you - Hall of Many Panes sounds exciting, although Return to the Temple of Elemental Evil and my own connecting spin offs is going to occupy my own group for well into the foreseeable future... :)

I'm a bit disappointed I missed the whole thing with PA - I love Roger Zelazny's works, and would love to debate some of those things with him, but I don't particularly want to draw his attention back to this thread, so I'll keep my peace :)

I like the candour with which people have talked about the whole art / craft / trade issue. I like the fact that you and others don't see themselves as somehow "better" than others because of your creativity and ability, or look down on people who don't have the same ability and who praise your work. That humility is wonderful and delightful to me - well done!

I'm interested in what it is about firearms that attracts you - I think it's an exceptionally bad idea to have ready access to one (and its ammunition) in your home...

Cheers,  
Caedrel

---

Col\_Pladoh

Sunday, 16th February, 2003, 01:34 PM

Re: Zelazny, art and guns

Quote:

---

*Originally posted by Caedrel*

***This thread is STILL going? Simply amazing! Hello again Gary, Merry Christmas, Happy New year, etc etc etc. Good to hear that things have been busy and going well for you - Hall of Many Panes sounds exciting, although Return to the Temple of Elemental Evil and my own connecting spin offs is going to occupy my own group for well into the foreseeable future... :)***

---

Howdy, and thanks for good words. The HALL' is a long haul, but with luck it will be on the backlist of Troll Lord Games when you finish the RttToEE and are ready for another...if the group is up for another campaign-length module;)

Quote:

---

***I'm a bit disappointed I missed the whole thing with PA - I love Roger Zelazny's works, and would love to debate some of those things with him, but I don't particularly want to draw his attention back to this thread, so I'll keep my peace :)***

---

No question in my mind that Zelazny was an excellent author. It is not his writing that was in question, but the merits of a diceless "RPG" based on his books.

No need to worry about PA jumping in here, though. He is busily engaged in furthering his education, getting his Ph.D. Pity that, as I enjoy sparring with him. He is a good fellow.

Quote:

---

***I like the candour with which people have talked about the whole art / craft / trade issue. I like the fact that you and others don't see themselves as somehow "better" than others because of your creativity and ability, or look down on people who don't have the same ability and who praise your work. That humility is wonderful and delightful to me - well done!***

---

It's pretty difficult to get haughty about something I was blessed with. I thank my parents, and sometimes curse my innate compulsion to do things creative, but... Now if I was a virtuoso musician or a great painter or could write like Shakespeare likely I'd be insufferable :eek:

Quote:

---

***I'm interested in what it is about firearms that attracts you - I think it's an exceptionally bad idea to have ready access to one (and its ammunition) in your home...***

***Cheers,  
Caedrel***

---

Just about everyone I know here grew up in a house where there were firearms around--mostly mine as I got older. I think it odd that everyone does not own a weapon or two of the sort. Not many burglaries or home invasions hereabouts, because the bad guys know that the honest citizens are armed.

I loved target shooting as a boy, and then when I was old enough I hunted a good deal--squirrel, rabbit, pheasant, duck, goose. Only got to go deer hunting once, and failed to bag a buck. Sad that, as I enjoy venison. Always eat what I shoot.

All of my children were around firearms, and I taught them to respect guns. Of course I keep loaded handguns--empty ones are less useful than a rock. Never had a single problem with firearms.

Cheers,  
Gary

---

Hadit

Sunday, 16th February, 2003, 11:39 PM

Dear Gary,

I wonder if you might be willing to comment about the upcoming 3.5 edition of D&D?

While I accept the fact that various rules changes/clarifications are needed to better serve the game and it's audience, it seems to me that an entire overhaul and rewriting of all the core books is extreme and really only serves the purpose of trying to milk the entire D&D audience of money equal to their original investment in the game.

Am I being too harsh?

Am I expecting too much to hope that the core books (and their content) should last a life-time, not a few years? Wouldn't WotC better serve the D&D community by seeking to generate revenue for the game by publishing supplemental material to the game, not rewriting the rules of the game?

I respect that a gaming company exists to make money, but the whole 3.5 thing seems like a rip-off to me.

How would you go about implementing a rules update for your game, Lejendary Adventures?

Thanks, Douglas

This one might have been asked before, if it was, just let me know: Who were the writers/what were the books, that influenced D&D originally. I know that Tolkien, Moorcock, and Vance were influences on you, but what about others?

And will you adopt me Gary? I'm very clean, and easy to live with. I come with a complete set of 3rd edition rules!:D

---

Col\_PladohMonday, 17th February, 2003, 01:04 PM

---

Quote:

*Originally posted by Hadit*

**Dear Gary,**

***I wonder if you might be willing to comment about the upcoming 3.5 edition of D&D?***

***[snippage]***

---

Nothing I can say would be useful. I am concerned that a new edition will fracture the new D&D audience, and that's all I can venture.

Whenever some new information, correction or addition, to the LA game system is determinbed, it is posted to webpages as Errata or new core material or else covered in an article in LEJENDS Magazine.

Minor changes are done automatically in core books as they are reprinted. We plan a couple of supplements at some point. One to cover the addition of Shamanism & Witchery, the other to compile all the other added rules and information. These books are planned for 2004 or so. No hurry, as they don't change the game, only expand its scope.

Cheers,  
Gary

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## Q&amp;A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Monday, 17th February, 2003, 01:13 PM

Quote:

*Originally posted by blackshirt5****This one might have been asked before, if it was, just let me know: Who were the writers/what were the books, that influenced D&D originally. I know that Tolkien, Moorcock, and Vance were influences on you, but what about others?******And will you adopt me Gary? I'm very clean, and easy to live with. I come with a complete set of 3rd edition rules!:D***

Heh, Blackshirt5:)

If you check the OAD&D DMG, Appendix M IIRR, there is a long list of inspirational authors given. JRRT's influence was more in ther marketing of the D&D game than in it's creation and development.

A few other authors that were very key to my thinking: R.E. Howard, A. Merritt, De Camp & Pratt, Fritz Lieber, Fred Saberhagen, Stanley Weinbaum, R. Zelazny.

As for adopting a gamer, I actually did that back in the TSR days, sorta... a lad from the southwest came up to Lake Geneva looking for a job at TSR. There was none, he was broke, so I hired him to help at my place--it had horses, and he helped take care of them. He lived with us, played in my campaign. Eventually he went back home. He emailed me about a year ago. He is now an MD ;)

Cheers,  
Gary

Enceladus

Monday, 17th February, 2003, 01:27 PM

Quote:

[  
*As for adopting a gamer, I actually did that back in the TSR days, sorta... a lad from the southwest came up to Lake Geneva looking for a job at TSR. There was none, he was broke, so I hired him to help at my place--it had horses, and he helped take care of them. He lived with us, played in my campaign. Eventually he went back home. He emailed me about a year ago. He is now an MD ;)*

*Cheers,  
Gary [/B]*

That has to be one of the coolest things I've read since this thread's been going. :)

I've always felt that Tolkien's world and style was a bit out of place with DnD, that is they didn't fit well together. After reading much about your history I can see why this is so.

Fritz Lieber is one of my favorites, becuase he can paint a scene so well, the atmosphere and feel of his style is very much how I percieve DND. Of all of the fantasy writers that I like, his has the most DnD feel to it IMHO. Don't know if this has been asked before but, out of all the sources that you've stated, how much of his Lankhmar/Characters inspired you?

Col\_Pladoh

Monday, 17th February, 2003, 06:16 PM

Quote:

*Originally posted by Enceladus****That has to be one of the coolest things I've read since this thread's been going. :)***

Well thanks, but I am just passing along the same spirit Leo Edwards included in his novels for boys. If you've never read a "Jerry todd" book, and they are for a pre-teen male audience, have a look;)

Quote:

*I've always felt that Tolkien's world and style was a bit out of place with DnD, that is they didn't fit well together. After reading much about your history I can see why this is so.  
Fritz Lieber is one of my favorites, becuase he can paint a scene so well, the atmosphere and feel of his style is very much how I percieve DND. Of all of the fantasy writers that I like, his has the most DnD feel to it IMHO. Don't know if this has been asked before but, out of all the sources that you've stated, how much of his Lankhmar/Characters inspired you?*

My real impetus was Howard's "Conan," not surprisingly. Fritz's novels and the De Camp & Pratt books were also great influences as was Vance--my all-time favorite author in the genre. From 1950 through 1956 I read about every book and magazine of F & SF published in the US,

and I bought used pulps so as to read back through the entire 1940 on era. That's why I included so extensive a reading list in the old DMG...I read and enjoyed, was inspired by, a large number of authors.

Cheers,  
Gary

---

Janos Antero

Monday, 17th February, 2003, 08:26 PM

Quote:

---

*Now I'll have to see about getting PA back posting on these boards. Being unfairly attacked and villified keeps me humble, of course...*

---

Well someone has to keep you not just humble but under control afterall. :D

---

Col\_Pladoh

Monday, 17th February, 2003, 10:12 PM

Quote:

---

*Originally posted by Janos Antero*

---

***Well someone has to keep you not just humble but under control afterall. :D***

---

You devil! Where did you dredge up that quote:rolleyes:

PA has commented to me in email that he was relying on you to villify me, and that he hoped you were doing a proper job of if :P

Heh,  
Gary

---

Janos Antero

Monday, 17th February, 2003, 10:30 PM

I've been slack in my duties apparently, I'll have to get back at it.

Hrm...

Gary Gyga created Dungeons and Dragons 20 years ago.

Gary Gyga sponsors drinking and smoking

The newest edition of DnD is geared toward being playable by children as young as 13 year.

Therefore Gary is peddling drugs to children!

Peddling drugs supports terrorism.

Therefore Gary Gyga is a terrorist!

---

Col\_Pladoh

Monday, 17th February, 2003, 11:06 PM

Yes, Janos...

A very munchkin-like post that :eek:

D&D hit the stands 30 years ago.

Of course I do admit to enjoying a Camel (unfiltered) or a nice Havana cigar--especially with an alcoholic potable. Both nicotine and alcohol are drugs...

According to government lies, second hand smoke is a killer and using drugs supports the "War on Terror," so I am dopubly huilt by that measure. Not to mention that I support the legalization of drugs--the only way to have a chance of actually controlling their sale, and something that would end billions in wasted tax money, bring in revenue to support anti-drug education and treatment too. But why am I writing about this here?!

Damn, I've had too long a day of developmental writing and correspondence. What I need now is a cocktail and a smoke :rolleyes:

Cheers,  
Gary

---

HiLiphNY

Monday, 17th February, 2003, 11:13 PM

Quote:

---

*Originally posted by Col\_Pladoh*  
***Yes, Janos...***

---

***Damn, I've had too long a day of developmental writing and correspondence. What I need now is a cocktail and a smoke :rolleyes:***

**Cheers,  
Gary**

---

Cheers to you and us all. I too could go for a nice one too! And if I could only get out the front door of my apartment with all this snow here!

As a Canadian (from Toronto) who moved to NYC 6 years ago, I knew I would be in trouble eventually some winter when I saw how the city dealt with snow removal - they mount plow blades on the front of their Garbage trucks!!!

Yipes!

---

**Janos Antero**

Monday, 17th February, 2003, 11:16 PM

\*Left-Wing Conservative Religion Group Voice\*

That random prostitution table you included 30 years ago contributed to the moral corruption of an entire generation of game nerds!

:D

Quote:

---

*D&D hit the stands 30 years ago.*

---

I'm a munchkin, by definition my math skills are shady at best!

---

**Caedrel**

Thursday, 20th February, 2003, 11:37 PM

From a left wing conservative religious nut

Uh oh - "left wing conservative religious" is a label that is easily applied to me, except Christianity isn't really a religion but a relationship with Jesus Christ; completely separate thread, though :)

I just thought I'd preface this post with that comment, because I continue to be interested in the discussion about guns. I can understand their appeal - there's a pleasure and a power in having the feel of a weapon in your hand. Personally, I'd love to hold a sword or a cool handgun. I can also understand the pleasure of target shooting - drawing a bead and hitting what you've aimed at. I quite like the challenge of strategy and execution in combat, and have played paintball several times over the years.

But having ready, real life access to one in my home, loaded, is not something I would ever consider. I realise that gun ownership is a deeply ingrained part of American culture and society, in a way that it isn't in Australia, and it's also clear to me that Gary is a very responsible gun owner. He has the right respect for guns and he has passed that on to his children.

But in the US, it seems like even the nutcases have access to guns. How do you tell if someone is going to do a good job with gun ownership and education, as opposed to someone who may use it in anger on someone else? I suppose my main problem is that guns are way too effective at killing people. Sure, there are people who shouldn't ever, ever drive a car - the fact that they do so shouldn't stop the majority of responsible car owners from owning and driving a car. But the utility of owning a gun doesn't seem to outweigh the risks of widespread gun ownership to me.

Having destroyed my credibility with what seems to the majority of people on this thread, I might as well also now say that I don't smoke or drink. I think the latter is fine so long as you don't get drunk, and the former is just a bad choice. I also think most people fully understand the consequences of their choices and just don't give a damn, so there's no point harping on about it. Nor should we be banning things out of hand - that doesn't work either. It should be something we can talk about factually and objectively, though, without rancour or subsequent judgements about the worth or intelligence of the opposition... something politicians seem generally incapable of...

\*whew\* glad I got that off my chest!

I've read a lot of sci-fi fantasy over the years - never any Jack Vance, though. Any recommendations on where I should start?

---

**JohnBrown**

Friday, 21st February, 2003, 04:24 AM

Mr. Gygax,

I have a question (or three depending on your point of view :) ) concerning the final encounter areas in each of the "D" series modules. I have owned them for years and years, but I am finally getting my first chance to DM them. My question deals with how you envisioned the encounters to unfold. For example, did you envision the caverns and warrens area at the end of D1 to "behave" like a classic dungeon exploration where the creatures stay more or less in place until they are "triggered", or did you see it as more of an encampment where the creatures there will try to actively repel any intruders that don't belong there, or perhaps just as a merchant checkpoint where the party is actually intended to bypass most of the encounters there. I can see the potential for any of the three. I also see great potential for a TPK (regardless of which edition you are playing :) )

I have similar questions involving the temple area in D2 and my questions about what you exactly intended for the Vault of the Drow are numerous, but my main question involving D3 is how did you envision that the players are supposed to ferret out that the temple of Lolth is final encounter? Perhaps, I am overlooking the obvious, but I just didn't see a lot of information available to the players that would indicate that this would be the final destination.

I have my own ideas on how to run these encounters, of course, but since I have an indirect conduit to the author, I thought I would ask.

It never hurts to check with the source. :)

Thank you for your time,

John

---

DDK

Friday, 21st February, 2003, 06:33 AM

Re: From a left wing conservative religious nut

---

Quote:

*Originally posted by Caedrel*

***But having ready, real life access to one in my home, loaded, is not something I would ever consider. I realise that gun ownership is a deeply ingrained part of American culture and society, in a way that it isn't in Australia, and it's also clear to me that Gary is a very responsible gun owner. He has the right respect for guns and he has passed that on to his children.***

---

I have similar views about guns and I've also had this debate with Americans ad nauseum. I think that there is a definite, and fundamental difference in our cultures that separates us and makes it difficult for many Americans to understand this sort of attitude.

I'm not trying to be condescending to Americans in any way here, just trying to point out that after having been through this debate many times, the conclusion I've come to is that we're simply different; our mindsets are in some ways dictated to us by our cultures.

So... I say drop it, and ask a D&D question :)

---

johnsemlak

Friday, 21st February, 2003, 06:42 AM

Uh oh

I'd really hate for this thread to get closed. I think we'd better cut the chat on the guns issue.

I'm as game for political debate for that as much as anybody, but this is definitely not the forum for that. There are such forums.

Let's stick to D&D. (or AD&D)

---

Darrin Drader

Friday, 21st February, 2003, 07:30 AM

Well, Gygax brought guns into the discussion, so it seems like a legit topic to discuss as long as that discussion doesn't turn into poo-flinging.

DDK, I am an American. In my life I've owned 1 gun (a .22 caliber hunting rifle), which I sold to a relative once I realized that I had absolutely no use for it. No thrill from shooting, don't enjoy killing animals, and hate cleaning the things when done.

According to the liberal media concerning guns and gun violence, most of the accidental gun deaths happen in the suburbs due to paranoid middle class people with loaded guns in their house. Most of the guns that are used in homicides in the inner cities are stolen from paranoid middle class people in the suburbs. I tend to believe this, and wish I had the actual statistics to go with them. I think there are too many guns floating around the main population of the US. I furthermore think that there are too many people that own guns who either don't know how to use them, don't know how to store them safely, or don't know when they need to worry about their kids stealing them out of the house.

After seeing documentaries about the documentary, I still plan to watch Bowling for Columbine one of these days. If you aren't familiar with it, this is a feature-length documentary about guns and gun violence in the US. There is a scene where a guy goes to a bank in Texas (I think it was Texas, anyway) and opens up an account. As a gift of appreciation they issue him a hunting rifle.

That said, the US is a country of individual liberties where people have the right to bear arms. Its a fundamental right that is in the constitution. While I feel safest without a gun, I respect people's right to bear them. I just wish that most gun owners wouldn't get so comfortable around them and leave them out where they can be picked up by their kids, stolen, used in the heat of passion, etc...

---

Psion

Friday, 21st February, 2003, 12:43 PM

Question

Greetings Gary. I have a question:

How do you pronounce "bullette"? :)

---

Col\_Pladoh

Friday, 21st February, 2003, 02:15 PM

Quote:

*Originally posted by JohnBrown*

***Mr. Gygax,***

***I have a question (or three depending on your point of view :) ) concerning the final encounter areas in each of the "D" series modules. I have owned them for years and years, but I am finally getting my first chance to DM them. My question deals with how you envisioned the encounters to unfold. For example, did you envision the caverns and warrens area at the end of D1 to "behave" like a classic dungeon exploration where the creatures stay more or less in place until they are "triggered", or did you see it as more of an encampment where the creatures there will try to actively repel any intruders that don't belong there, or perhaps just as a merchant checkpoint where the party is actually intended to bypass most of the encounters there. I can see the potential for any of the three. I also see great potential for a TPK (regardless of which edition you are playing :) )***

---

When I DMed NPCs and monsters tended to stay where they were unless something drew their attention and brought them out. Thus, and of the options you note above might come into play. It was up to the PC team to manage. If they crept about and attacked with relative stealth, the adversaries would not act in concert. Likewise, they could bypass most of the opposition. The groups I DMed through the module tended to seek bypassing, although one very strong party made a point of wiping out all the enemy that they could find.

Quote:

---

*I have similar questions involving the temple area in D2 and my questions about what you exactly intended for the Vault of the Drow are numerous, but my main question involving D3 is how did you envision that the players are supposed to ferret out that the temple of Lolth is final encounter? Perhaps, I am overlooking the obvious, but I just didn't see a lot of information available to the players that would indicate that this would be the final destination.*

*I have my own ideas on how to run these encounters, of course, but since I have an indirect conduit to the author, I thought I would ask.*

*It never hurts to check with the source. :)*

*Thank you for your time,*

*John*

To discover the temple the party was meant to do some big-time roleplay by entering the city of Erelheicindlu and mixing in with all the Evil NPCS and monsters there, ask questions, mabe even take a prisoner and question that one. Of course, mant of the inhabitants of the Vault would know where the fane was located, so the DM could decide how to manage the matter--bribery, threat, whatever.

One thing I didn't do was direct the DM in how he should manage an adventure, or force a play style. What I attempted to do was set forth a template for accommodating whatever the general situation might allow.

Hope that's sufficiently cogent...

Cheers,  
Gary

---

Col\_Pladoh

Friday, 21st February, 2003, 02:19 PM

Gun Ownershop

One final observation:

When Adolph Hitler came to power in Germany he seized all privately owned firearms. american citizens are guaranteed the right to won firearms by the Constitution, not the Bill of Rights.

Cheers,  
Gary

---

Henry

Friday, 21st February, 2003, 02:51 PM

Um, Gary - I don't mean to disrespect, but are you SURE about that? (2nd amendment and all that) - In fact, it's why the Bill was added - because the ten amendments were not explicitly spelled out, and needed to be added.

---

Datt

Friday, 21st February, 2003, 03:06 PM

Hello Gary,

Are you currently working on any projects for Dungeons & Dragons that you are allowed to talk about? If not would you ever be willing to work for D&D again?

---

Col\_Pladoh

Friday, 21st February, 2003, 04:34 PM

Quote:

*Originally posted by Henry*

***Um, Gary - I don't mean to disrespect, but are you SURE about that? (2nd amendment and all that) - In fact, it's why the Bill was added - because the ten amendments were not explicitly spelled out, and needed to be added.***

Hi Henry:)

Yuppers, I am quite sure. The Constitution gives the Federal Government only those Powers specifically enumerated as yielded by the People to it. All others are retained by the People. nowhere in the enumerated Powers is there one that allows the government to limit the ownership of firearms.

All firearms cases filed in court by the Federal Government have been done under Interstate Commerce laws, IIRR.

The Second Amendment business was unnecessary and now used as a canard by those seeking to deprive people of their freedom.

Cheers,  
Gary

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## Q&amp;A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Friday, 21st February, 2003, 04:41 PM

Quote:

*Originally posted by Datt*  
**Hello Gary,**

***Are you currently working on any projects for Dungeons & Dragons that you are allowed to talk about? If not would you ever be willing to work for D&D again?***

If you mean by that doing work for WotC, the answer is no. I do have some number of d20 works in process of publication. although the advent of 3.5E is likely to mess that up a good deal.

My ability to be creative using 3E is limited, for I find the rules inhibiting. so it is not easy for me to write for the system. I prefer to do my creative work using my new system, and thereafter something akin to OAD&D, as I can think and be innovative in those game terms freely.

Cheers,  
Gary

D-rock

Friday, 21st February, 2003, 05:02 PM

I don't want to get into a political debate because this would be one of the worst threads to close down, but i will be happy to express my opinion and answer question over e-mail about my oppinions on the second amendment. I will say though that the second amendment doesn't actually give people anything, it only reaffirms the rights that the founders thought where god given and bestowed by nature. So they where the rights that everybody already had and will always have. Even if in some places and times in history they are denied.

Col\_Pladoh

Friday, 21st February, 2003, 05:59 PM

D-rock,

There we are of one mind in regards to rights of the People;)

Politics aren't allowed on my games list, so I have a seconf one for such subjects. Seems that there's usually some cross-over despite that. Better to cut it out here, so as to keep the thread going.

Pardon me for getting it started on the wrong track by responding to a post that questioned firearm ownership. I won't respond to any further posts of that nature, and please don't any others carry on with the off-topic discussion.

Ciao,  
Gary

Geoffrey

Friday, 21st February, 2003, 06:25 PM

Hi, Gary.

Your D-trilogy of modules are my favorite AD&D modules. Legalities aside, do you have any interest in finishing detailing all the encounter areas on the large-scale map? It should only take a dozen or so more modules. :D It would be doubly cool to have them printed in the same font as the D trilogy, and have monochrome/pastel covers.

Shifting gears to your latest love, when is Hall of Many Panes scheduled for release? It sounds intriguing! :)

Col\_Pladoh

Friday, 21st February, 2003, 08:00 PM

Quote:

*Originally posted by Geoffrey*  
**Hi, Gary.**

***Your D-trilogy of modules are my favorite AD&D modules. Legalities aside, do you have any interest in finishing detailing all the encounter areas on the large-scale map? It should only take a dozen or so more modules. :D It would be doubly cool to have them printed in the same font as the D trilogy, and have monochrome/pastel covers.***

***Shifting gears to your latest love, when is Hall of Many Panes scheduled for release? It sounds intriguing! :)***

Sure! It would be fun to goi back and flesh out more of the Drow underground, but that's pretty unlikely to come about ;)

your mention of format of the modules is something that you can count on seeing from one to two publishers soon. It's been discussed recently

on the [www.Dragonsfoot.org](http://www.Dragonsfoot.org) boards too.

The HALL OF MANY PANES should be ready for release at GenCon as a premier--at least that's the current plan of the Trolls, I believe.

Cheers,  
Gary

---

Mark CMG

Friday, 21st February, 2003, 08:06 PM

Good afternoon Poppa G! :)

I'm sharing some old time stories from the early days about my first DM/GM in another thread and it'd be great if you could pop in and share some of yours too. :)

<http://enworld.cyberstreet.com/showt...threadid=41429>

And, if you hadn't already heard, please know that you are also invited to jump on board for the March Fo(u)rth for GM's Day! movement. We've got a growing, grass roots movement to promote the first gamers' holiday and I think you'd enjoy being a part of it. :)

---

JohnBrown

Saturday, 22nd February, 2003, 03:13 AM

Mr. Gygax,

Thank you for your response to my questions. Your insight is very helpful

John

---

Col\_Pladoh

Saturday, 22nd February, 2003, 01:00 PM

Quote:

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*Originally posted by Mark CMG*  
**Good afternoon Poppa G! :)**

***I'm sharing some old time stories from the early days about my first DM/GM in another thread and it'd be great if you could pop in and share some of yours too. :)***

***<http://enworld.cyberstreet.com/showt...threadid=41429>***

***And, if you hadn't already heard, please know that you are also invited to jump on board for the March Fo(u)rth for GM's Day! movement. We've got a growing, grass roots movement to promote the first gamers' holiday and I think you'd enjoy being a part of it. :)***

Heh, and son Alex is want to call me "Papa G" now and again;)

The accounts of the old time D&D games I have are pretty well told already, or will be, in the DRAGON Magazine column I do, "Up on a Soapbox," so I have to pass on the kind offer.

I hadn't heard about March Fo(u)rth for GM's Day. Sounds an excellent idea. Hope it gets a great turnout. I'll not be marching much of anyplace, though, what with my bad leg...

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 22nd February, 2003, 01:01 PM

Quote:

---

*Originally posted by JohnBrown*  
**Mr. Gygax,**

***Thank you for your response to my questions. Your insight is very helpful***

***John***

Welcome, john!

Anytime, and my pleasure.

Gary

---

Lord Zardoz

Saturday, 22nd February, 2003, 08:32 PM

Quick Question

This is related to politics, but thankfully, not to firearms.

What non US country do you admire most, and why?

And on a more game related note:

What D&D Villian did you create that you are most proud of?

END COMMUNICATION

---

Col Pladoh

Saturday, 22nd February, 2003, 08:46 PM

Re: Quick Question

Quote:

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*Originally posted by Lord Zardoz*

***This is related to politics, but thankfully, not to firearms.***

***What non US country do you admire most, and why?***

***And on a more game related note:***

***What D&D Villian did you create that you are most proud of?***

***END COMMUNICATION***

---

As one of the very select number who are members of the Zardoz Film Fans, how can I not respond?

Actually, from my historical interest perspective, I admire many other countries for one or more reasons. Which one I admire most is a very difficult question for me to answer. The criteria are manifold, so without some specific bases for selecting one, I can't name a special one.

I will mention that Ancient Egypt holds a special place in my heart, for it lasted so many centuries, and the people of the land wanted the afterlife to be no more than a continuation of their fleshly existance there. That's quite a nod for living under pharoah's rule.

From a gaming standpoint, my all-time favorite is Obmi the dwarf. All of the players who encountered him rapidly came to despise Obmi and want to see him extirpated. Of course, that was why he kept coming back.

Most of the others were sort of uber-NPCs, and not as much joy could be had from thwarting the PCs' desires in regards to their expunging them.

Cheers,  
Gary

---

Ulrick

Sunday, 23rd February, 2003, 01:43 AM

Mr. Gygax,

Is it true that you knew and were friends with the late Chief Standing Bear here in Ames, Iowa?

I'm the current President of the Guild of Wargamers and Roleplayers--which used to be known as Iowa State University Simulation Association.

<http://www.stuorg.iastate.edu/gowar/>

I'm just trying to get some understand of the history my organization.

Chief Standing Bear is a bit of a legend within the Guild. Some of the older gamers say he was the best DM they ever had and all around great guy.

Ulrick

Edit: Added the link.

---

Nathal

Sunday, 23rd February, 2003, 02:07 AM

Quote:

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*Originally posted by Col Pladoh*

***I do have some number of d20 works in process of publication. although the advent of 3.5E is likely to mess that up a good deal.***

---

Oh, don't let 3.5 stop you, Gary. There are always many who are willing to aid in translating your adventure designs, or more generic "gygaxian fantasy" material into the specifics of the latest D&D incarnation. :)

Of course anybody who tires of keeping a strict catalog of errata and revisions to "official canon" can try out Lejendary Adventure with its emphasis on the Game Master's primacy as the final arbiter on which rules (or even updates) to use or toss.

Granted there is such a "Rule Zero" written in the new D&D, and yet there remains a great concern with what is Official. This a common obsession, never discouraged by Wizards, regardless of conventional wisdom concerning DM fiat. LA hammers home the point that the Game Master is ultimately responsible for the success of the game, the fact intrinsic to its very design it would seem, based on its "rules-light" nature. :cool:

---

MerricB

Sunday, 23rd February, 2003, 08:24 AM

G'day, Gary!

Back a while ago, you did that poll in Dragon on the various aspects of RPGs - very illuminating and thought-provoking, I must say!

Which aspect do you find easiest, and which do you find hardest as a DM to handle properly?

Personally, whilst I love role-playing, I find it extremely difficult to pull off, especially when I'm not getting good feedback from the other player: instead of feeding off each other, it turns into one person doing all the work. "I am Sir Malkonian, lord of these lands. What are you called, adventurer." "Bob." "Why have you come before me." "Need work." "Is there a reason that I should hire you?" "..." :(

Conversely, finding quests for the players seems relatively easy to me, though at times it turns into quest overload. "Can't we have some down-time?" "But there's a dragon about to eat your castle, and you need to find the Sword of Magnificence to kill it! No, you can't rest, now!" :)

Cheers!

---

johnsemlak

Sunday, 23rd February, 2003, 08:34 AM

Quote:

---

*Originally posted by MerricB*  
**G'day, Gary!**

***Back a while ago, you did that poll in Dragon on the various aspects of RPGs - very illuminating and thought-provoking, I must say!***

---

For those of us who don't have access to that poll, could you provide a summary? :)

---

Col\_Pladoh

Sunday, 23rd February, 2003, 12:52 PM

Quote:

---

*Originally posted by Ulrick*  
**Mr. Gygax,**

***Is it true that you knew and were friends with the late Chief Standing Bear here in Ames, Iowa?***

***[snippage]***

***Chief Standing Bear is a bit of a legend within the Guild. Some of the older gamers say he was the best DM they ever had and all around great guy.***

***Ulrick***

***Edit: Added the link.***

---

Hi Ulrick,

The name doesn't ring an immediate bell. Did he ever use another name? It seems to me that I recall a gamer who was an American Indian, a very knowledgeable and articulate fellow who was from Iowa. Met him at a GenCon or two early on when D&D was just starting, and I think he played in a tournament I was DMing and was on the winning team.

Going back a quarter-century and more tests the memory rather severely...

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 23rd February, 2003, 01:05 PM

Quote:

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*Originally posted by Nathal*

***Oh, don't let 3.5 stop you, Gary. There are always many who are willing to aid in translating your adventure designs, or more generic "gygaxian fantasy" material into the specifics of the latest D&D incarnation. :)***

---

Thank goodness for such help, I must say!

However, I was actually referring to the possibility of current material in editing having to go back to be revised to the new 3.5E rules, thus messing up the publishing schedule and release date :(

Quote:

---

***Of course anybody who tires of keeping a strict catalog of errata and revisions to "official canon" can try out Legendary Adventure with its emphasis on the Game Master's primacy as the final arbiter on which rules (or even updates) to use or toss.***

***Granted there is such a "Rule Zero" written in the new D&D, and yet there remains a great concern with what is Official. This a common obsession, never discouraged by Wizards, regardless of conventional wisdom concerning DM fiat. LA hammers home the point that the Game Master is ultimately responsible for the success of the game, the fact intrinsic to its very design it would seem, based on its***

*"rules-light" nature. :cool:*

---

Heh, and that's so. Being old and cranky, I have grown tired of arguing over rules, so I figured that doing a system that had as few rules as possible, just enough to facilitate easy play, and with mechanics that were "forgiving" in that they allow for some and just about any addition alteration without throwing the system out of kilter was the way to go. That way the GM can play the fast and easy way or add whatever else is enjoyable to him and his group without difficulty. It also gets me out of the "what does this mean," and "why isn't this done thus-and so," loop :D

Heh,  
Gary

---

Col\_Pladoh

Sunday, 23rd February, 2003, 01:26 PM

Quote:

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*Originally posted by MerricB*  
**G'day, Gary!**

***Back a while ago, you did that poll in Dragon on the various aspects of RPGs - very illuminating and thought-provoking, I must say!***

***Which aspect do you find easiest, and which do you find hardest as a DM to handle properly?***

***[snippage]***

---

As you note, roleplay, and even role-assumption, are the hardest elements of the RPG for me to get to if the player group is not so inclined. I include one encounter in the upcoming HALL OF MANY PANES that absolutely demands the group properly assume their character's role and then play that persona. Surprisingly, when so confronted, all of the group did well, including my young son Alex, age 16, who is uneasy in reagrds that (which is typical of most young persons not of a theatrical bent).

Some problem solving can be a trial, for if the group isn't in the mood for serious lucubration at the time, they then to use the rule, "Don't use force; het a bigger hammer!"

Focusing on strategy and devising tactics to accomplish the mission is another problem area at times. In the excitement of the adventure many a team loses its focus and goes astray.

Quote:

---

***Conversely, finding quests for the players seems relatively easy to me, though at times it turns into quest overload. "Can't we have some down-time?" "But there's a dragon about to eat your castle, and you need to find the Sword of Magnificence to kill it! No, you can't rest, now!" :)***

***Cheers!***

---

That you can easily manage the quests portion of the game is excellent. to the best of my knowledge many GMs don't do that with great facility. That's why short modules are pretty popular. A busy GM is often hard-pressed to devise an interesting scenario, for the quest must have more than the sheer mission, be given details in regards all sorts of things. Bening able to have a quest that's complete--a ready-made adventure that can be slipped into the campaign--is generally looked at as a great boon by harried GMs.

The intermediate elements are intregue (quite demanding on the GM), politics, and economic ones--building, commerce, etc. In most groups I am familiar with these are not as popular as action aspects. When I play I love to get involved the lot of them. Jim Ward actually made a group called "The Vigilists" a part of his infrastructure of groups that characters will encounter in his METAMORPHOSIS ALPHA game :eek:

BTW, the easiest RPG elements to manage all around are exploration and combat. Most players love both, so that's why they form the meat and potatoes of many campaigns.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 23rd February, 2003, 01:46 PM

Quote:

---

*Originally posted by johnsemlak*

***For those of us who don't have access to that poll, could you provide a summary? :)***

---

Below are the questions I asked. i published the results in DRAGON, but I don't know which two nimbbers the column ran in, so hopefully MerricB can supply that.

BTW, had I been aware of this website I'd have posted the survey here too;)

The questions:

THE ELEMENTS THAT CONSTITUTE A ROLE-PLAYING GAME

Rate each component of the game from 9, most, to 1, least, important to the RPG.  
If you believe any element listed does not belong in the game form give it a 0 (zero).

1. Building (construction, land acquisition, etc.)
2. Business (an occupation aside from "adventuring")
3. Character Development (detailing game persona's "history")
4. Combat
5. Economics
6. Exploration (dungeons and for larger discovery)
7. Intrigue
8. Politics
9. Problem Solving
10. Questing
11. Random Chance (encounters, resolution of combat, etc.)
12. Role Assumption (staying "in character" in actions/thinking)
13. Role Playing (ditto, and speaking thus when playing)
14. Story (backstory and in play)
15. Strategy
16. Theatrics (occasional histrionics and sound effects)
17. (You name it and rate it:)

Cheers,  
Gary

---

## Chauzu

Sunday, 23rd February, 2003, 05:04 PM

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Here's a question:

How do you pronounce your last name?

(Just to make sure. :) )

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All times are GMT +1. The time now is 03:35 PM.

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Caedrel

Monday, 24th February, 2003, 12:21 AM

Pronunciation, D-series

There was an earlier post on pronunciation of Gary's surname - from memory, they now say "Ghuy-gax", although it was originally "Ghee-gax".

I struggled with the lack of detail in the D-series modules... I'm now more grown up and feel more confident about tackling this sort of thing, and have actually recently pulled out the GDQ super series with a view to adding them on to my existing campaign in Return to the Temple of Elemental Evil (so the Hall of Many Panes is even further away - sorry about that, Gary! :))

In looking at this, it's clear that the chief "shadowy mastermind" of the G series is Eclavdra, head of the house Eilservs, who have turned away from Lolth to serve the Elder Elemental Eye... why then is the "final confrontation" with Lolth? Was something meant to happen in the Vault of the Drow that led to the destruction of Hosue Eilservs and the impending unleashing of the true worshippers of the Spider Goddess upon the surface?

MerricB

Monday, 24th February, 2003, 12:46 AM

I've wondered that in the past, myself.

Here's my [explanation](#) of the incongruity.

I'm sure Gary's talked about this recently - the explanation being relatively simple: Lolth is a threat. Though she is not the threat you thought you were pursuing, she nevertheless represents a grave threat to the upper world, and must be dealt with.

Of course, it's also hard to predict the exact form of the adventure once it reaches D3...

However, my memory is notorious for confusing reality with fiction, so perhaps Gary might like to confirm?

John - the poll was first mentioned in Dragon Magazine issue 279, and then results examined in issues 280, 281, 282, 283 and 284. Issue 286 finally brought everything to a close with a discussion of the suggested '17th element' to RPGs as well as more analysis of the survey.

Cheers!

mythusmage

Monday, 24th February, 2003, 05:19 AM

Lolth was a Diversion

Recall a certain galley, the one 'manned' by undead? You got it, the party was supposed to take that boat and go in search of the true masterminds behind the giant raids that started the whole mess off.

Even had a title for the adventure, *A Sailor on the Sunless Sea*. In it the party would take the ship and go off on adventure, over the course of time learning of the fell creatures who had 'inspired' the drows' decision to conspire with the giants. Those vile beasts known as mind flayers.

It being the illithids' plan to cause a war between the surface dwellers and the drow that would weaken both and allow the mind flayer conquest of both the lands of sunlight, and the Underdark. After which they would rule the world and use the humanoids as food.

Never ran it, but I might do an updated version later on for my fantasy setting.

Col\_Pladoh

Monday, 24th February, 2003, 01:04 PM

Re: Pronunciation, D-series

Quote:

*Originally posted by Caedrel****There was an earlier post on pronunciation of Gary's surname - from memory, they now say "Ghuy-gax", although it was originally "Ghee-gax".***

Close:) The Swiss pronounce it as "Ghe-gox," and so do many others in the family here in the US, but my branch gave up and has adopted a more American "Guy-gax"

Quote:

***I struggled with the lack of detail in the D-series modules... I'm now more grown up and feel more confident about tackling this sort of thing, and have actually recently pulled out the GDQ super series with a view to adding them on to my existing campaign in Return to the Temple of Elemental Evil (so the Hall of Many Panes is even further away - sorry about that, Gary! :))******In looking at this, it's clear that the chief "shadowy mastermind" of the G series is Eclavdra, head of the house Eilservs, who have turned away from Lolth to serve the Elder Elemental Eye... why then is the "final confrontation" with Lolth? Was something meant to happen in the Vault of the Drow that led to the destruction of Hosue Eilservs and the impending unleashing of the true worshippers of the Spider Goddess upon the surface?***



You gotta keep the players busy and happy! I surely do understand that :eek:

As for Q1, Ask Dave Sutherland and Brian Blume about that. It was taken out of my hands by the latter when Sutherland discovered the "Demonweb" pattern in a hand towel and talked Brian into using it as the main theme for the concluding module. I had no creative control over it.

I had hoped to get to the Elder Elemental god in a sequel to the ToEE, but...

Bah,  
Gary

---

Mathew\_Freeman

Monday, 24th February, 2003, 01:10 PM

Ahah! After months of seeing this thread and being vaguely impressed that I could potentially talk to the guy that started the whole D&D thing...I have a question!

It's not a very good question, though, sorry.

I'm playing in a campaign using the Lost City of Gaxmoor, and yesterday we spent some time having statues described to us. The Wizard is now planning revenge on the DM for reading out all the statue descriptions by planning to use *shrink item* on the lot of them to sell them in a nearby large city...

So here's my question. Why O why O why did you write such long descriptions? :)

---

Col\_Pladoh

Monday, 24th February, 2003, 01:15 PM

Merric, thanks for supplying the zine numbers.

Alan, that's a good plot line.

My concept was that Eclavdra was aiming at dominance of the Drow through using the EEG to replace Lolth. she, as the chief priestess of the elemental deity would then be the mistress of all. The final scenario was to have been one in which the adventurers got involved in the battle between the evil entities and made it so that both lost and were tossed back to their own planes, relatively powerless in the Mundane world for some time to come.

The Sunless Sea was indeed meant to serve as a place for further subterranean adventuring, of course. Always leave some room for that sort of thing, obvious or concealed in the setting :eek:

Cheers,  
Gary

---

Col\_Pladoh

Monday, 24th February, 2003, 01:25 PM

Quote:

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*Originally posted by Tallarn*

**Ahah! After months of seeing this thread and being vaguely impressed that I could potentially talk to the guy that started the whole D&D thing...I have a question!**

**It's not a very good question, though, sorry.**

**I'm playing in a campaign using the Lost City of Gaxmoor, and yesterday we spent some time having statues described to us. The Wizard is now planning revenge on the DM for reading out all the statue descriptions by planning to use *shrink item* on the lot of them to sell them in a nearby large city...**

**So here's my question. Why O why O why did you write such long descriptions? :)**

---

Heh, happy to have some fun here, and your's is not a bad question at all...only directed at the wrong Gygax:D

My sons Ernie and Luke write THE LOST CITY OF GAXMOOR, and I did only some suggestions (mainly as to the statues) and play-testing (as Tempros Ganger).

The descriptions of the statues have a purpose. Of course they aren't meant to be read serially, only when a party is near to one so as to be able to "see" all the details. Play will reveal more.

BTW, if I were the DM, I think the Wizard in the party would have his spell rebound, and he'd get minimized whenever he tried to mess with the statues like that;)

Cheers,  
Gary

---

Mathew\_Freeman

Monday, 24th February, 2003, 01:31 PM

Quote:

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*Originally posted by Col\_Pladoh*

**BTW, if I were the DM, I think the Wizard in the party would have his spell rebound, and he'd get minimized whenever he tried to mess with the statues like that;)**

**Cheers,  
Gary**

The DM in question (S'mon on these boards) has mentioned that some of them radiate magic, but no more yet. I await with interest to see what happens.

There's a SH based on the campaign if you have time to take a peek. <http://enworld.cyberstreet.com/showt...threadid=28405>

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Col\_Pladoh

Monday, 24th February, 2003, 02:31 PM

Quote:

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*Originally posted by Tallarn*

***The DM in question (S'mon on these boards) has mentioned that some of them radiate magic, but no more yet. I await with interest to see what happens.***

***There's a SH based on the campaign if you have time to take a peek. <http://enworld.cyberstreet.com/showt...threadid=28405>***

Talk about long threads!

S'mon seems to have a good turn of phrase; the accounts are interesting. You all must be having some great fun in the adventure. Reading those reports was near enough to get me interested in playing 3E. Shows what a good DM can do ;) Hope you enjoy discovering more about the statues of Gaxmoor...

Cheers,  
Gary

---

Ulrick

Monday, 24th February, 2003, 04:13 PM

Re: Re: Pronunciation, D-series

Quote:

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*Originally posted by Col\_Pladoh*

***As for Q1, Ask Dave Sutherland and Brian Blume about that. It was taken out of my hands by the latter when [Sutherland discovered the "Demonweb" pattern in a hand towel](#) and talked Brian into using it as the main theme for the concluding module. I had no creative control over it.***

***I had hoped to get to the Elder Elemental god in a sequel to the ToEE, but...***

***Bah,  
Gary***

A hand towel???

That's surely an example of how ideas that inspire creativity can come from the oddest sources.

:p

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Decado

Monday, 24th February, 2003, 10:02 PM

Gary,

I have been following this thread for a while now and wanted to thank you for creating something that has given me years of enjoyment.

TTOEE is my all time favorite series and I have been DMing it for four years now in a play by post game. I as a DM I really enjoy the fact that it is open enough to add my own material which I have done on numerous occasions. I wish there modules like that being published now. I did just purchase Necropolis and am working on intergrating it into my Greyhawk Campaign. I was considering placing it in the Sea of Dust or Dry Steepes.

After reading all the post in both threads I was finally able to come up with a question. I really enjoy the Ranger class and always wondered about the ruling that no more then 3 rangers could ever work together at one time. I am curious as to the reasoning for that rule. I always thought of the ranger class a fantasy version of Army Rangers, warriors who specialized in fast raids, hit and move tactics and used minimal equipment.

Thanks again for giving us a great game.

Decado

---

Col\_Pladoh

Monday, 24th February, 2003, 11:37 PM

Quote:

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*Originally posted by Decado*

***Gary,***

***I have been following this thread for a while now and wanted to thank you for creating something that has given me years of***

enjoyment.

***TTOEE is my all time favorite series and I have been DMing it for four years now in a play by post game. I as a DM I really enjoy the fact that it is open enough to add my own material which I have done on numerous occasions. I wish there modules like that being published now. I did just purchase Necropolis and am working on intergrating it into my Greyhawk Campaign. I was considering placing it in the Sea of Dust or Dry Steepes.***

---

A mutually shared pleasure, i assure you;) It is good to learn that you appreciate the creative room I always try to leave for GMs, so that the material can be personalized as well as fit into the unique campaign.

As for placing the Necropolis adventure, I'd recommend that you move it off map to a new continent that can accommodate more civilizations. Nothing wrong with having an Egyptian-Indian-Persian-Burmese-Chinese land mass separated from the Oerik map....if you are so inclined.

Quote:

***After reading all the post in both threads I was finally able to come up with a question. I really enjoy the Ranger class and always wondered about the ruling that no more then 3 rangers could ever work together at one time. I am curious as to the reasoning for that rule. I always thought of the ranger class a fantasy version of Army Rangers, warriors who specialized in fast raids, hit and move tactics and used minimal equipment.***

***Thanks again for giving us a great game.***

***Decado***

---

The stricture was placed in the rules to discourage parties of one sort of character, or an over-balance of one--Rangers. We found that a problem in the large groups we were DMing at the time.

The Ranger was envisaged as more of a lone scout sort than a trained military man who operated in units.

Cheers,  
Gary

---

MerricB

Tuesday, 25th February, 2003, 02:16 AM

Rather to my amusement, the "3 Rangers in one party" is faithfully adhered to in the AD&D computer game "Unlimited Adventures". I don't know many who have come afoul of it, though, as you can only have 6 characters in a party... :)

Gary, you introduced the new classes of Cavalier, Barbarian and Thief-Acrobat to us in Dragon Magazine and later Unlimited Adventures... were those classes being played by players in your campaign?

Cheers!

---

Col\_Pladoh

Tuesday, 25th February, 2003, 12:26 PM

Quote:

*Originally posted by MerricB*

***[snip]***

***Gary, you introduced the new classes of Cavalier, Barbarian and Thief-Acrobat to us in Dragon Magazine and later Unlimited Adventures... were those classes being played by players in your campaign?***

***Cheers!***

---

Hi Merric:)

We had one cavalier, a couple of barbarians, and one thief-actobat ex post facto... I actually worked up a barbarian just to use as an annoyance factor when playing with a group that had greedy mages in it. Of course I made sure to have a goodly number of sympatico PCS around to avoid undue retribution for his destruction of "stinking magic!"

Heh,  
Gary

---

mythusmage

Tuesday, 25th February, 2003, 09:33 PM

Gary, have you ever done a 'follow-up' adventure. That is, one where the party is going off to learn what happened to the previous party. The first group gets hired, goes off to investigate, and never comes back. So their employers hire another group to go look for them.

I came up with one for the Giant et. al. series. Having spent all their loose change on the first party all the townsfolk can afford now are first level adventurers. The module titles were, *Steading of the Kobold Chief*, *Glacial Rift of the Goblin Jarl*, *Hall of the Hobgoblin King*, *Shrine of the Locathah*, and ending with *Vault of the Bogies*. Yes, those simple folk who "Hardly ever eat each other" from *Bored of the Rings* get translated to D&D.

Bogies, the one thing elves and drow can agree on. The one creature mind flayers won't touch, even when they're starving to death. Bogies, the only subject that can turn a kender homicidal. The beasts PETA has declared worthy of extinction.

So, you done any thing like that?

Quote:

*Originally posted by mythusmage*

**Gary, have you ever done a 'follow-up' adventure. That is, one where the party is going off to learn what happened to the previous party. The first group gets hired, goes off to investigate, and never comes back. So their employers hire another group to go look for them.**

**[snippage]**

**Bogies, the one thing elves and drow can agree on. The one creature mind flayers won't touch, even when they're starving to death. Bogies, the only subject that can turn a kender homicidal. The beasts PETA has declared worthy of extinction.**

**So, you done any thing like that?**

Errrrrr...

Well, some of the more rabid posters over on RPGnet will likely say I have, but I don't think so.

BTW, if you are looking for Bogie candidates, I think I can give you the URL :rolleyes:

Heh,  
Gary

---

Darrin Drader

Wednesday, 26th February, 2003, 01:22 AM

Gary,

Forgive me if this was asked before in the previous thread, but I'm wondering how you feel about certain 3rd edition rules. The monk and the paladin have a rule stating that if either of them multi-class, they can no longer continue in their advancement in these classes at a later time. Do you feel that these are good rules, especially considering that many of the prestige classes are based on the monk or paladin class?

---

MerricB

Wednesday, 26th February, 2003, 01:37 AM

\*\*looks on in interest, knowing how Gary feels about 3E rules...\*\* :rolleyes:

Gary - thank you muchly for your answer about the cavaliers, barbarians, and acrobats. Or, the ABCs if you prefer. :)

You played a barbarian just to annoy your group's magic-users? Right - time to start a new character. I don't think Meliander the Mage would enjoy such a companion. You weren't pilfering the items *already* possessed by the magic-users, were you?

I was wondering (again!) about something in those oAD&D rules. You've got a rather complex system written for initiative - with modifiers for weapon speeds, weapon lengths when charging, casting times, magic device activation times, bow fire initiatives modified by dexterity...

Did you actually use all of that, or was it - as seems standard for you - much more a DM's call as to when things occurred, modified by what seemed appropriate?

Many thanks once more!

Cheers!

---

Hadit

Wednesday, 26th February, 2003, 02:25 AM

Hello Gary,

Thanks again for humoring us with this Q&A thread! I just can't get over how cool it is to be able to drop questions on the Old Wizard himself about his creative ideas... truly the internet has made the World that much closer together!

Anyway... my query regards Mythus. I pretty much know the story how T\$R pillaged that lovely endeavor... but I was curious about whether there existed any unpublished material for the game (perhaps now owned by WotC)? Namely, a book of monsters! (Or would that be considered "faerie creatures" in Mythus terms?) The book of native animals and such just didn't have enough crunchy action in it for me to consider pursuing a Mythus campaign despite the lawsuit... but a book of monsters just might have.

Would you be interested in seeing the current owner of the Mythus rights (I am assuming WotC) republishing that game, or is it considered a dead beast by you? Perhaps having it republished would run counter to your activities with Lejendary Adventures?

Thanks and take care, Duglas

By the way... I can't find Lejendary Adventures products ANYWHERE in Seattle... very frustrating!

---

Ulrick

Wednesday, 26th February, 2003, 05:26 AM

Quote:

*Originally posted by Col\_Pladoh*

**Hi Ulrick,**

**The name doesn't ring an immediate bell. Did he ever use another name? It seems to me that I recall a gamer who was an American Indian, a very knowledgeable and articulate fellow who was from Iowa. Met him at a GenCon or two early on when D&D was just**

*starting, and I think he played in a tournament I was DMing and was on the winning team.*

*Going back a quarter-century and more tests the memory rather severely...*

**Cheers,  
Gary**

---

Thanks for the answer. I'm going to speak with those who knew Standing Bear today (Wednesday) to find out if he went by another name.

In the meantime, I wish to ask one more question:

Has anybody ever pointed out that certain artwork in the 1st ed. DMG resembles artwork from Gustave Dore's illustrations for Dante's Inferno?

"There is no honor among thieves"--p.24, resembles "Ugolino"

and the succubus on p. 200 resembles "Myrrha."

I'm fan of Dore's artwork and Dante's "Divine Comedy" and just happened notice that awhile ago.

I apologize if the question is too obscure. I'm just curious.

Col\_Pladoh

Wednesday, 26th February, 2003, 11:32 AM

Quote:

Originally posted by Baraendur  
Gary,

**Forgive me if this was asked before in the previous thread, but I'm wondering how you feel about certain 3rd edition rules. The monk and the paladin have a rule stating that if either of them multi-class, they can no longer continue in their advancement in these classes at a later time. Do you feel that these are good rules, especially considering that many of the prestige classes are based on the monk or paladin class?**

Hi Baraendur,

The question hasn't been asked before.

Although I am by no means an expert on 3E, I must say that I concur with the rules that limit monk and paladin advancement is a character multi-classes. Both have special mindsets and dedication to the base class, that of monk or paladin. One might have logical prestige class based on some facet of the monk's or paladin's underlying dedication and still progress in that specialization, of course. Otherwise, though, I would question the prestige class, not the limitation of progression in either base class.

Cheers,  
Gary

Col\_Pladoh

Wednesday, 26th February, 2003, 11:57 AM

Quote:

Originally posted by MerricB  
**\*\*looks on in interest, knowing how Gary feels about 3E rules...\*\* :rolleyes:**

:) Too many of them, too much quantification, and where has the magic gone? Anyway, I believe you'll find the response I gave a sincere and appropos one :)

Quote:

**Gary - thank you muchly for your answer about the cavaliers, barbarians, and acrobats. Or, the ABCs if you prefer. :)**

**You played a barbarian just to annoy your group's magic-users? Right - time to start a new character. I don't think Meliander the Mage would enjoy such a companion. You weren't pilfering the items already possessed by the magic-users, were you?**

But of course!

Merric, we played a LOT. An average of seven gaming sessions a week was typical even when I was busy working. Often I played more than that. Rob would DM for me one-on-one where I mostly roleplayed because i was doing manual work at the same time. So, understanding that, the number of PCs I created and played should be likewise understandable. Playing seriously and intensely a good deal of the time, I varied that by playing otherwise--such as with my half-orc cleric-assassin :eek:

When I played a barbarian, I would indeed attempt to get at newly discovered magic items and rid the world of their bane, and if some mage was foolish enough to flaunt such an object before the character, and he could lay hands on it, then... Because the barbarian was otherwise cooperative and put the overall interest of the party first, he survived quite a number of adventures, and his demise was not at the hands of a fellow PC. Some monster got him--which I don't recall, but it seems to me it was a basilisk. No cleric or mage in the group was much interested in having the poor chap returned to life :rolleyes:

Quote:

**I was wondering (again!) about something in those oAD&D rules. You've got a rather complex system written for initiative - with modifiers for weapon speeds, weapon lengths when charging, casting times, magic device activation times, bow fire initiatives modified by dexterity...**

**Did you actually use all of that, or was it - as seems standard for you - much more a DM's call as to when things occurred, modified by what seemed appropriate?**

**Many thanks once more!**

**Cheers!**

Actually, most of the DMs I played with were like me. We used only initiative and casting times for determination of who went first in a round. The rest was generally ignored save in the most critical situations when rules lawyering might enable saving a PC. I did use weapon length for the NPCs as a factor when I DMed so as to manage to get in some first attacks on PCs, and players who had good Dex could factor that into their initiative when using bows, sure. If they didn't, okay :D In all, we played to have fun, and in the throes of a hot melee rules were mostly forgotten except as a feature of the combatant's nature, if you will. If it seemed logical then none of the veterans would look for a rule to the contrary.

Cheerio,  
Gary

---

S'mon

Wednesday, 26th February, 2003, 12:03 PM

Quote:

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*Originally posted by Col\_Pladoh*

***BTW, if I were the DM, I think the Wizard in the party would have his spell rebound, and he'd get minimized whenever he tried to mess with the statues like that;)***

---

Thanks, Gary...

-Tallarn's GM ;)

PS: I only read out the descriptions of the nearby statues! It's not my fault if the Wizard happens to fly over lots of them on his way to somewhere else! :)

---

S'mon

Wednesday, 26th February, 2003, 12:16 PM

Quote:

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*Originally posted by Col\_Pladoh*

***Talk about long threads!***

***S'mon seems to have a good turn of phrase; the accounts are interesting. You all must be having some great fun in the adventure. Reading those reports was near enough to get me interested in playing 3E. Shows what a good DM can do ;) Hope you enjoy discovering more about the statues of Gaxmoor...***

***Cheers,  
Gary***

---

Thanks Gary - I've aimed for a somewhat 'Gygaxian' style in this campaign (although I can't do puns), glad to know it's paid off!

We were having a discussion about 3e after last Sunday's game - my feeling is that it's a good ruleset but much more highly structured than 1e, and seems to take more work by the DM. I always need to have 1 player assist me by keeping track of Initiatives in combat, which was never a problem in 1e. And stat enhancements from spells (bull's strength, greater magic weapon, haste etc) are much more central than in 1e, which requires more book-keeping - un-buffed NPCs are at a severe disadvantage vs spell-enhanced PCs, and the buffing spells rarely have drawbacks (eg haste no longer ages the recipient).

The power gradient in 3e is different, and generally steeper - a 12th level 3e PC can be enormously powerful, a 12th level Sorcerer can potentially shoot around 30 fireballs/day (and has done IMC), an effect you used to only be able to get with wands of fireballs, and they had limited charges. The flying improved invisible hasted (2 spells/round) Sorcerer w 'protection from arrows' up is a terror indeed, and keeping track of the modifiers can be quite a headache.

Wizards by contrast are much the same as in 1e.

---

Col\_Pladoh

Wednesday, 26th February, 2003, 12:24 PM

Quote:

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*Originally posted by Hadit*

***Hello Gary,***

***Thanks again for humoring us with this Q&A thread! I just can't get over how cool it is to be able to drop questions on the Old Wizard himself about his creative ideas... truly the internet has made the World that much closer together!***

---

Hola Duglas,

Sure, happy to do that, and I have fun doing so;) No question that the internet is a really great boon to all, especially gamers!

Quote:

---

***Anyway... my query regards Mythus. I pretty much know the story how T&R pillaged that lovely endeavor... but I was curious about whether there existed any unpublished material for the game (perhaps now owned by WotC)? Namely, a book of monsters! (Or would that be considered "faerie creatures" in Mythus terms?) The book of native animals and such just didn't have enough crunchy action in it for me to consider pursuing a Mythus campaign despite the lawsuit... but a book of monsters just might have.***

---

Dave Newton was working on the Phaeree Bestiary. I believe he had completed most, if not all of it. What happened to the materail I can't say. Seems to me, though, that I heard some of the entries might have been available through the MythusL...

Quote:

---

***Would you be interested in seeing the current owner of the Mythus rights (I am assuming WotC) republishing that game, or is it considered a dead beast by you? Perhaps having it republished would run counter to your activities with Legendary Adventures? Thanks and take care, Douglas***

---

I wouldn't likely be involved in any re-release of the DJ system and Mythus--not that there's any likelihood that WotC will ever do that... It would compete as much with 3E as it would with the LA game, right?

Yes, when I set out to create the LA game system I was certain that the DJ one was dead. Of course over the intervening years I have spent the majority of my creative time developing the new game, so that's where I now create most easily, think in those game terms. Because there's yet much to do in regards to completing the world setting and in the way of adventure material, I need to keep working on the LA system--especially with a MMP online version likely in the offing.

Quote:

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***By the way... I can't find Legendary Adventures products ANYWHERE in Seattle... very frustrating!***

---

Getting shelf space for an RPG that isn't widely promoted and advertised so as to stimulate both "push" to make space and the "pull" of consumers demanding it is a fact of life for small publishers. If no shop will order the LA product you want--it is carried by several major distributors--then I suggest that you visit [www.legjendary.com](http://www.legjendary.com) From there you can link to the online shop RPGme to order thus.

BTW, we are working on an intro product for the LA game, a free, downloadable pdf that will enable the potentially interested party to play a bit and see if the system is his cup of tea. Having someone spend money to discover he doesn't like the game is good for nobody. It should be ready in a couple of months.

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 26th February, 2003, 12:30 PM

Quote:

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*Originally posted by Ulrick*

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***Thanks for the answer. I'm going to speak with those who knew Standing Bear today (Wednesday) to find out if he went by another name.***

---

Great! I wish my memory for people was better, but it has never served me very well. I guess the space available is filled up mainly with "otyer stuff" :(

Quote:

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***In the meantime, I wish to ask one more question:***

***Has anybody ever pointed out that certain artwork in the 1st ed. DMG resembles artwork from Gustave Dore's illustrations for Dante's Inferno?***

***"There is no honor among thieves"--p.24, resembles "Ugolino"***

***and the succubus on p. 200 resembles "Myrrha."***

***I'm fan of Dore's artwork and Dante's "Divine Comedy" and just happened notice that awhile ago.***

***I apologize if the question is too obscure. I'm just curious.***

---

Actually, no; that's never been called to my attention prior to this. Likely the artist was looking for inspiration and had some of Dpre's work around. Only the person or persons who did those illos can give you a firm answer, of course. My old DMG isn't handy, so I can't check them examples.

Cheers,  
Gary

---

MerricB

Wednesday, 26th February, 2003, 12:41 PM

Gary, your answers to all questions, as always, were excellent.

Did you ever suffer D&D burnout, playing as often as you did?

Today - well, yesterday now - I had one of the more amazing moments of my (rather short) life. I was visiting the house of two of my good friends - the conductor of the choir I sing in and his wife. They're both lovers of fantasy, though not of RPGs, alas!

They have a nine year old daughter, who recently, upon rummaging through their old belongings found a copy of the 1981 edition of the Basic D&D rules.

It appears that the husband was given the set as a present by his wife some twenty-two years ago, but not being a game player, just left it - almost untouched.

But now their young daughter has found it - and wants to know how to play the game.



She has been informed that I know how to play the game, and indeed, play D&D every Friday night with my friends. She was amazed. She thought old people didn't play games!

Well, wish me luck as I try to make her first experiences with Dungeons and Dragons memorable and enjoyable. To try and repay the favour done to me, twenty years ago, when I was given a copy of the 1981 edition of the Basic D&D rules, and introduced to this amazing game.

Onwards!

---

Col\_Pladoh

Wednesday, 26th February, 2003, 12:43 PM

Howdy, S'mon!

you posted here as I was, and luckily I heard the incoming email notification, checked, and saw that. Otherwise I'd be off doing some work and not have responded until later. Anyway...

Your comment about needing assistance was something that I noted when Luke and Ernie were running the LOST CITY OF GAXMOOR play-tests. Even when the player group wasn't over 20, more of a reasonable 10 or so, there was a lot of assistance needed. combats took forever--which was great for all of us who smoke, as we'd get our actions in and then duck outside for a cigarette, a must in game sessions that lasted six hours and longer.

Back to your accounts of the campaign, I must again say that they are well done. I can get a great sense of the play from the well-dramatized reports, and from that know that you DM the play in like, exciting manner. How you manage that with the 3E rules is a testament to your ability, and I say that with complete sincerity. I know I couldn't. I've always "winged" much of the play, ignoring rules and skimping on DM duties so I could have fun in the adventure too :eek:

Cheers!  
Gary

---

Col\_Pladoh

Wednesday, 26th February, 2003, 12:53 PM

Et Tu, MerricB!

Heh, and your post hit just as I finished my reply to S'mon ;)

Actually, I didn't suffer any D&D play burnout because I was working on the AD&D core materials from 1976-78 and so my playing time then dropped off to a couple of sessions a week. As a matter of fact I took a "break" from rules writing between the PGB and the DMG to write the G series, and after the D series modules. I really am a game geek :D

That's a great story about your friends and their young daughter. It is really fun to teach youngsters to RPG--I did that with my six kinder, of course. Being a mentor in RPGs surely does mitigate against harsh DMing, as you will soon know for yourself. Damn. but sometimes it is hard to switch gears and get back into the proper state of mind for making the game challenging for older and experienced players after being the kindly teacher DM for youngsters....

Cheers,  
Gary

---

jasper

Wednesday, 26th February, 2003, 01:02 PM

This just our on the f. i. b press line

The creator of controversial game Dungeons and Dragons violently gunned down an alleged intruder on his lakeshore estate. 2 shotguns, a couple of military style automatic machine guns, and various automatic handguns were recovered during the investigation. Hundreds of rounds were also recovered.

Mr. Guygax came to public infamy in the early nineteen eighties blah blah,.....

We now return to Donahue show.  
:D :cool: :cool: :cool: :D :D :D

---

Col\_Pladoh

Wednesday, 26th February, 2003, 01:34 PM

Quote:

*Originally posted by jasper*

**[snippage]**

***We now return to Donahue show.***  
***:D :cool: :cool: :cool: :D :D :D***

Poor Phill!

MSNBC dumped him :p :p :p

Heh,  
Gary

---

S'mon

Wednesday, 26th February, 2003, 03:00 PM

Quote:

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*Originally posted by Col\_Pladoh*

***Your comment about needing assistance was something that I noted when Luke and Ernie were running the LOST CITY OF GAXMOOR play-tests. Even when the player group wasn't over 20, more of a reasonable 10 or so, there was a lot of assistance needed. combats took forever--which was great for all of us who smoke, as we'd get our actions in and then duck outside for a cigarette, a must in game sessions that lasted six hours and longer.***

***Back to your accounts of the campaign, I must again say that they are well done. I can get a great sense of the play from the well-dramatized reports, and from that know that you DM the play in like, exciting manner. How you manage that with the 3E rules is a testament to your ability, and I say that with complete sincerity. I know I couldn't. I've always "winged" much of the play, ignoring rules and skimping on DM duties so I could have fun in the adventure too :eek:***

---

I think one good thing about 3e is that it satisfies my liking for tactical miniatures combat - the rules really require minis, or at least counters. 1e AD&D is the game I ran in high school (grammar school, we Brits call it), in 45 minute lunchtime sessions - it wasn't practical to use miniatures, so although I accumulated hundreds, they were rarely used. Now I'm at the time in my life where I can run games in my own home (I didn't play much during the 2e era), and the miniatures finally get to be used, nearly 2 decades later!

The converse of this is that Monte Cook's 3e DMG has quite stringent indications as to what makes a suitably manageable battle: parties of around 4 PCs (maybe with 1 cohort each) and no more than 13 NPCs at a time. Obviously Gaxmoor wasn't built around these strictures and running the large combats, with dozens or hundreds of opponents, under 3e combat rules can be pretty tough. Now that the party has recruited their own army and cleared out most of the enemy hordes, I look forward to running smaller battles in future... :)

---

ColonelHardisson

Wednesday, 26th February, 2003, 05:33 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***;) Too many of them, too much quantification***

---

In the spirit of discussion - I bought your module, The Hermit, which is dual-statted with d20 rules and Lejendary Adventures rules. To be frank, the stat blocks for LA look to take up as much space as the ones for d20. I haven't yet picked up LA, but the impression I got from this module suggests that LA, in comparison to d20, also has a fair amount of rules. This isn't a judgement of either game one way or the other, since I don't really put a lot of importance on how extensive the rules are for a game, as long as it plays well. I guess my question is, could you explain why the LA stat blocks take up as much space as they do, given that you've emphasized the concise nature of LA? I'm not criticizing, or calling you onto the carpet; I'm genuinely curious about the game. This is a chance for you to expound upon it. :)

---

Col\_Pladoh

Wednesday, 26th February, 2003, 06:03 PM

Quote:

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*Originally posted by S'mon*

***I think one good thing about 3e is that it satisfies my liking for tactical miniatures combat - the rules really require minis, or at least counters. 1e AD&D is the game I ran in high school (grammar school, we Brits call it), in 45 minute lunchtime sessions - it wasn't practical to use miniatures, so although I accumulated hundreds, they were rarely used. Now I'm at the time in my life where I can run games in my own home (I didn't play much during the 2e era), and the miniatures finally get to be used, nearly 2 decades later! The converse of this is that Monte Cook's 3e DMG has quite stringent indications as to what makes a suitably manageable battle: parties of around 4 PCs (maybe with 1 cohort each) and no more than 13 NPCs at a time. Obviously Gaxmoor wasn't built around these strictures and running the large combats, with dozens or hundreds of opponents, under 3e combat rules can be pretty tough. Now that the party has recruited their own army and cleared out most of the enemy hordes, I look forward to running smaller battles in future... :)***

---

Good point, S'mon;0

Ernie ran a big "meeting engagement" game with various groups of Good, Evil, and Neutral forces on the tabletop. It took a long time for moves and combat resolution, especially for invisible forces, just as military miniatures usually do. the game was a blast though...even in my Evil force led by my PC in the engagement an assassin were wiped out. My roll to strike the nighthad with my envenomed dagger came up a 1, and she slew me quickly thereafter and managed to escape with the artifact everyone was fighting to gain.

Heh,  
Gary

---

Geoffrey

Wednesday, 26th February, 2003, 10:22 PM

Gary, I have a two-fold question for you regarding the 1981 "Basic" and "Expert" D&D rulebooks:

1. How much say did you have on the contents of these books? I know that 1981 was when your influence at TSR unfortunately began to wane.
2. How pleased are you with these rulebooks? I've noticed that many gamers have mentioned on various boards they are abandoning 3E for the 1981 rules precisely because the latter are widely held to be the clearest and simplest of all the various incarnations of the D&D and AD&D games.

---

Col\_Pladoh

Wednesday, 26th February, 2003, 11:02 PM

Quote:

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*Originally posted by Geoffrey*

**Gary, I have a two-fold question for you regarding the 1981 "Basic" and "Expert" D&D rulebooks:**

**1. How much say did you have on the contents of these books? I know that 1981 was when your influence at TSR unfortunately began to wane.**

---

Hola, Geoffrey!

Right you are, and I was kept busy with lots of corporate work too. Fortunately, I had taken Frank Mentzer into my personal staff, so he was there to do the revision of the initial Basic Set. So Frank did the bulk of the work, and I reviewed and directed his efforts.

Quote:

---

**2. How pleased are you with these rulebooks? I've noticed that many gamers have mentioned on various boards they are abandoning 3E for the 1981 rules precisely because the latter are widely held to be the clearest and simplest of all the various incarnations of the D&D and AD&D games.**

---

Well shucks! I was very pleased with them, or they wouldn't have gotten into print;) I still had pretty firm creative control over the D&D and AD&D game systems proper. It was me who urged the completion of the series too, so Frank could go ahead and do that. However by then I was more removed from the creative process...

When I play OD&D I prefer to use the original little booklets, altering them with whatever seems right at the time, but not including thieves, I do give clerics a spell at 1st level usually, or else start that as 2nd level PCs. Fact is, I have a lot of fun just playing and "winging it." If the players aren't lost in known rules they tend to have more fun that way, and the sense of wonder comes back...FWIW.

Cheers,  
Gary

---

ColonelHardisson

Thursday, 27th February, 2003, 02:32 AM

Aww, don't tell me I got put on the "ignore" list! I don't think my question was rude. I mean, I *did* buy The Hermit, so I must be kindly disposed towards ya, Gary. :D

---

Col\_Pladoh

Thursday, 27th February, 2003, 12:52 PM

Quote:

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*Originally posted by ColonelHardisson*

**Aww, don't tell me I got put on the "ignore" list! I don't think my question was rude. I mean, I *did* buy The Hermit, so I must be kindly disposed towards ya, Gary. :D**

---

Hey!

I didn't get an email notice of your post, Colonel, and I missed in scrolling down...until your last post gave me notice, and I re-checked. Sorry.

As I recall, and I don't have a copy of THE HERMIT on hand, the stat blocks for LA are extensive in a few instances because the information is for new creatures.

For a fair comparison look at the standard NACs stats and those for d20 NPCs. About a quarter of the latter at most.

Anyway, on a positive note, have you played the module? If so, I'd like to know how it went, and if the group had fun with the adventure.

Cheers,  
Gary

---

Ulrick

Thursday, 27th February, 2003, 04:15 PM

Quote:

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*Originally posted by Col\_Pladoh*

[B]

*Great! I wish my memory for people was better, but it has never served me very well. I guess the space available is filled up mainly with "otyer stuff" :(*

---

I've always been better with faces rather than names...its something I'm really working on to remedy.

Anyway, I did find out that Chief Standing Bear DID go by a different name. The problem is that the gamers I talked to yesterday didn't know what it was. However, when the Guild meets this Saturday, I'll have the chance of asking some of the people who knew him better.

I feel like sage or perhaps even an adventurer digging for obscure bits of lore for his next adventure! Ha! :D

Hopefully it won't lead to that infamous Tomb of Horrors... ;)

I'll try to figure out his name though. I'll keep you posted.

And thanks again!

Ulrick

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## Mercule

Thursday, 27th February, 2003, 07:20 PM

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And, from left field....

What RPGs have you played/do you play that are not some breed of D&D and not of your design? Which ones struck you favorably, and why?

Vampire, Shadowrun, Hero, GURPS, Paranoia, Castle Falkenstein, Amber, Aria, etc.?

Also, what genres, besides fantasy, do you enjoy gaming (incl. wargaming) in?

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Wednesday, 5th March, 2003, 02:27 AM

Well, in addition to giving this a bump for Mercule's question, I'll ask one myself...

Recently, the SRD was updated and made entirely official. However, some creatures/races were removed and retained, presumably as Product Identity (i.e., no 3rd Party can use them short of special permissions, and word is that some have already obtained the "green light").

Might I ask, for the sake of curiosity, where the ideas for the following originated?

- Beholder
- Carrion Crawler
- Displacer Beast
- Kuo-toa
- Mind Flayer
- Slaad
- Umber Hulk
- Yuan-ti

I'm not trying to snub WotC, mind you. I'm just trying to figure out what makes these *more* PI than, say, owlbears and ropers.

Wednesday, 5th March, 2003, 07:31 AM

Quote:

Originally posted by Bendris Noulg

*Well, in addition to giving this a bump for Mercule's question, I'll ask one myself...*

*Recently, the SRD was updated and made entirely official. However, some creatures/races were removed and retained, presumably as Product Identity (i.e., no 3rd Party can use them short of special permissions, and word is that some have already obtained the "green light").*

*Might I ask, for the sake of curiosity, where the ideas for the following originated?*

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- Slaad
- Umber Hulk
- Yuan-ti

*I'm not trying to snub WotC, mind you. I'm just trying to figure out what makes these more PI than, say, owlbears and ropers.*

Hm - so if I want Slaad in stuff I write I now theoretically (ie assuming WoTC has enforceable IP rights in the use of the current version of Slaad) have to base them off their original appearance in White Dwarf magazine, which was copyright to the original author... assuming he didn't object. :)

-S'mon, copyright law guy

Wednesday, 5th March, 2003, 08:57 AM

:) Happy GM's Day, Poppa G! :)

Sunday, 9th March, 2003, 11:32 PM

Not a question as such, but a continuation of thoughts on Gaxmoor...some spoilers ahead...

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.  
That *maze* spell was nasty! But the final revelation that Trakhassa has been masquerading as the High Priest all along was fun...please feel free to congratulate the authors on a fun module on behalf of our group!

We're now moving on to other things in the campaign, but we got a lot out of that one city - excellent stuff. I'll let you know what happens with the statues in the future :D

---

Col\_Pladoh

Monday, 10th March, 2003, 12:52 PM

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Quote:

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*Originally posted by Ulrick*

**[snip]**

***I'll try to figure out his name though. I'll keep you posted.***

***And thanks again!***

***Ulrick***

---

Sorry, I missed getting email notification of a number of posts here, yours being the first. I look forward to solving the mystery;)

Cheers,  
Gary

---

Col\_Pladoh

Monday, 10th March, 2003, 01:05 PM

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Quote:

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*Originally posted by Mercule*

***And, from left field....***

***What RPGs have you played/do you play that are not some breed of D&D and not of your design? Which ones struck you favorably, and why?***

***Vampire, Shadowrun, Hero, GURPS, Paranoia, Castle Falkenstein, Amber, Aria, etc.?***

***Also, what genres, besides fantasy, do you enjoy gaming (incl. wargaming) in?***

---

Sorry, another email notice not gotten:(

I have played and enjoyed EPT, Boot Hill, Metamorphosis Alpha, Gangbusters, Top Secret, Gamma World, Paranoia, CoC, and Dark Conspiracy... Likely I've forgotten a few over the 30 years or so of RPGing :rolleyes:

In military miniatures periods I most enjoy medieval, WWII, Napoleonic, Napoleonic naval, ancients, ECW, and Victorian military campaigns.

In board wargames I have much the same taste, although WWII is likely my favorite period there.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 10th March, 2003, 01:20 PM

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Quote:

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*Originally posted by Bendris Noulg*

***Well, in addition to giving this a bump for Mercule's question, I'll ask one myself...***

***Recently, the SRD was updated and made entirely official. However, some creatures/races were removed and retained, presumably as Product Identity (i.e., no 3rd Party can use them short of special permissions, and word is that some have already obtained the "green light").***

***Might I ask, for the sake of curiosity, where the ideas for the following originated?***

***-Beholder  
-Carrion Crawler  
-Displacer Beast  
-Kuo-toa  
-Mind Flayer  
-Slaad  
-Umber Hulk  
-Yuan-ti***

***I'm not trying to snub WotC, mind you. I'm just trying to figure out what makes these more PI than, say, owlbears and ropers.***

---

Yet another post that I missed...

Okay, here's your list, and my answers;)

Beholder--Terry Kuntz dreamed up this sweet little critter.

Carrion Crawler--I just needed something nasty for the "clean-up crew, so thought this one up.

Displacer Beast--Vaguely inspired by a PJ Farmer critter in his "Created Universes" series, but not drawn from any specific thing therein.

Kuo-toa--Another "I need something new" race dreamed up out of whole cloth so populate the subterranean world.

Mind Flayer--the depiction inspired by the cover of the paperback novel by Brian Lumley, the Burrowers Beneath, but all the details made up by me.

Slaad--This isn't my creation, so I can't say more.

Umber Hulk--Just a tough monster I made up from my imagination so the players would have something new and difficult to deal with.

Yuan-ti--this isn't my beastie...

As for the owlbear, I used the Oriental plastic figure sold in a package of various other "monsters" as the basis for its appearance, then made up its specs.

The Roper I dreamed up out of whole cloth, like the umber hulk, so WotC could well claim it is unique. They missed quite a few others that I made up from whole cloth, of course.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 10th March, 2003, 01:25 PM

Quote:

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*Originally posted by S'mon*

***Hm - so if I want Slaad in stuff I write I now theoretically (ie assuming WoTC has enforceable IP rights in the use of the current version of Slaad) have to base them off their original appearance in White Dwarf magazine, which was copyright to the original author... assuming he didn't object. :)***

***-S'mon, copyright law guy***

---

Hi S'mon:)

As I recall, when Steve Jackson and Ian Livingston brought the Fiend Folio material to TSR for a book proposal, they had releases from all the contributors. Likely those are in the WotC files nowadays. So I expect that WotC does have all rights to the various creatures that appeared in that work.

Cheers,  
Gary

---

Col\_Pladoh

Monday, 10th March, 2003, 01:29 PM

Quote:

---

*Originally posted by Mark CMG*  
***:) Happy GM's Day, Poppa G! :)***

---

Thankee Kindly, Mark!

Not only does son Alex sometimes call me "Pappa G," but I was totally unaware that 5 March was Game Masters Day.

Shouldn't we make a point of bringing awareness of this important day to the rest of the nation? I am sure that all school students would be pleased if it were made a national holiday--devoted to playing the RPG of your choice, of course :D

Heh,  
Gary

---

Col\_Pladoh

Monday, 10th March, 2003, 01:33 PM

Quote:

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*Originally posted by Tallarn*  
***Not a question as such, but a continuation of thoughts on Gaxmoor...some spoilers ahead...***

.

.

***That maze spell was nasty! But the final revelation that Trakhassa has been masquerading as the High Priest all along was fun...please feel free to congratulate the authors on a fun module on behalf of our group!***

***We're now moving on to other things in the campaign, but we got a lot out of that one city - excellent stuff. I'll let you know what happens with the statues in the future :D***

---

Appreciate the post. Ernie was rather dismayed by the ill-tempered posts about the module he found on RPGnet. I told him that in truth any mention of the work is a plus, and never to expect much in the way of a good word on that website;)

Do keep me posted on the interaction with the statues in Gaxmoor. Some are a lot of fun...heh-heh-heh.

Cheers,  
Gary

---

S'mon

Monday, 10th March, 2003, 01:51 PM

Quote:

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*Originally posted by Col\_Pladoh*

***Hi S'mon:)***

***As I recall, when Steve Jackson and Ian Livingston brought the Fiend Folio material to TSR for a book proposal, they had releases from all the contributors. Likely those are in the WotC files nowadays. So I expect that WotC does have all rights to the various creatures that appeared in that work.***

***Cheers,  
Gary***

---

Yep, the Slaad's details published in Fiend Folio were doubtless (c) TSR and thence (c) WoTC. However White Dwarf's copyright policy on publication was that works in White Dwarf remained (c) to original authors, with a single-reprint license, so as I understand it the details as published in White Dwarf were then, and always will be, (c) original author, as are any pre-publication versions in the possession of the author. I have a link to a great article about how authors can use this interesting fact, that copyrights (and other rights) only flow forward in time to derivative works, not back to prior works, to get around restrictive transfer-of-copyright contracts, but unfortunately it's on my other PC...

---

Bendris Noulg

Monday, 10th March, 2003, 01:55 PM

Thank you, sir! That did wonders to "fill the vacuum" surrounding the issue.:)

---

S'mon

Monday, 10th March, 2003, 01:59 PM

Quote:

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*Originally posted by Col\_Pladoh*

***Appreciate the post. Ernie was rather dismayed by the ill-tempered posts about the module he found on RPGnet. I told him that in truth any mention of the work is a plus, and never to expect much in the way of a good word on that website;)***

***Do keep me posted on the interaction with the statues in Gaxmoor. Some are a lot of fun...heh-heh-heh.***

***Cheers,  
Gary***

---

\*SPOILERS FOR GAXMOOR\*

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The module has some editing problems, it takes more work on the DM's part than perhaps 3e players are used to, and the ending with Tracassa cackling evilly as she vanished with the sacred artifact is truly Gygaxian in its evilness and brutality towards those poor hapless player characters who'd sought the Staff so long, but I did have a great time running it - it gave me about 9 months' play since I got it last June, that can't be bad! Especially as there are plenty of bits-and-pieces remaining I can still use for future scenarios, perhaps for a lower level group than the current one (we had 9 characters in the party yesterday, average level 9.5).

Now I can't wait for Leopold to start 'collecting' the statues - pity Tallarn told his player all about this thread... :)

---

Col\_Pladoh

Monday, 10th March, 2003, 02:38 PM

S'mon,

Darned if I can remember if the GW chaps had obtained additional releases from the authors of those creatures appearing in the Fiend folio or not. I think Kevin and/or Brian Blume cut the deal for publication. All I remember clearly is that I went through their list of monsters and deleted quite a number that I didn't want in an "official" bestiary, and created some new entries to replace them, and had others add theirs; then that Lawrence Schick left most of them in the work--he was leaving TSR thereafter, so I suppose he was showing me something...

Bah! :rolleyes:



Anyway, I can understand some editing problems being in 'Gaxmoor, because Ernie and Luke missed their deadline, and the Trolls were really under the gun to get it into shape for publication as they had planned. I must say that I had a good bit of fun playing in that adventure, and I am disappointed that the two are not working on the "Lost Undercity" now as had been the original plan, because I'd happily do play-testing there :D Ernie is working all the time and Luke has a new job that demands all of his time too. worse, he is currently called up and on active duty in the Army--Luke was with the 1st Armored Division in Desert Storm

Cheers,  
Gary

---

Mercule

Monday, 10th March, 2003, 03:20 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***Shouldn't we make a point of bringing awarness of this important day to the rest of the nation? I am sure that all school students would be pleased if it were made a national holiday--devoted to playing the RPG of your choice, of course***

---

Personally, I'd be tickled just to see what Hallmark came up with for the holiday. :D

---

S'mon

Monday, 10th March, 2003, 04:56 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***S'mon,***

***Darned if I can remember if the GW chaps had obtained additional releases from the authors of those creatures appearing in the Fiend folio or not.***

---

I'd be pretty amazed if they hadn't! I'm sure the original authors signed something transferring all rights to TSR (otherwise they're in line for a heck of a lot of royalties!) - this would only apply to the Fiend Folio published version & all later versions derived from the FF though. You could also make a (retrospective) contractual agreement transferring the copyright in the White Dwarf published versions to someone else, but I doubt anyone would have thought to do so in this instance.

The important point is that these two versions are separate works, albeit the latter derived from the former, and transferring copyright in the latter work does not affect the copyright status of the former work. So eg if you still have your original pre-publication umber hulk text, you would probably still have copyright in it, unless it were a 'work for hire' - eg if you were paying yourself a salary as an employee of TSR at the time, and creating monsters was part of your work duties, under US law the copyright in all 'works for hire' vests in the employer, so you as Gary Gyga would never have had any copyrights in any works done as an employee of the corporation. Under the Berne Convention on copyright (US is signatory) you still have moral rights in how people treat the umber hulk, though...

Disclaimer: I could be wrong. I'm British, anyway. I'm not a qualified lawyer, I just have a PhD in moral rights in copyright.

---

Col\_Pladoh

Monday, 10th March, 2003, 04:59 PM

Quote:

---

*Originally posted by Mercule*

***Personally, I'd be tickled just to see what Hallmark came up with for the holiday. :D***

---

"Munchkins and game geeks,  
"Computer nerds too  
"We hope this holiday's  
"Perfect for you!

"From the Hacks at Hallmark."

---

Col\_Pladoh

Monday, 10th March, 2003, 05:06 PM

Heh, S'mon!

Believe you me, I made sure to have contractual agreements for everything I wrote while at TSR, those NOT as work for hire. My job description did not include creative material I produced.

When matters between TSR and me were settled back in 1985, that was covered, so most of the copyrights I owned became the property of TSR, and some additional ones were later acquired by WoTC.

I do retain the rights to the "Gord" stories and some few other properties, as well as to my name and variations of it such as Ignatz. Morgax, and Zagig.

Cheers,  
Gary

---

S'mon

Monday, 10th March, 2003, 05:09 PM

Quote:

*Originally posted by Col\_Pladoh*  
**Heh, S'mon!**

**Believe you me, I made sure to have contractual agreements for everything I wrote while at TSR, those NOT as work for hire. My job description did not include creative material I produced.**

**When matters between TSR and me were settled back in 1985, that was covered, so most of the copyrights I owned became the property of TSR, and some additional ones were later acquired by WotC.**

**I do retain the rights to the "Gord" stories and some few other properties, as well as to my name and variations of it such as Ignatz, Morgax, and Zagig.**

**Cheers,**  
**Gary**

Your legal struggles are legendary, Gary. :)

Peter Jackson should make a movie about it...

---

Col\_Pladoh

Monday, 10th March, 2003, 05:16 PM

Quote:

*Originally posted by S'mon*

**Your legal struggles are legendary, Gary. :)**

**Peter Jackson should make a movie about it...**

Argh!

You know where to hit a guy and make it count;)

Heh,  
Gary

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## Q&amp;A with Gary Gygax continuation thread Part II

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S'mon

Monday, 10th March, 2003, 05:29 PM

Quote:

*Originally posted by Col\_Pladoh***Argh!*****You know where to hit a guy and make it count;)*****Heh,  
Gary**

Actually, when I think about the TSR saga, I always think of Star Wars, specifically George Lucas' excellent novel of ep IV:

(shameless flattery follows)

"The old TSR was the TSR of legend, greater than distance or time.

Once, under the wise rule of the EGG, the TSR thrived and grew.

But, as often happens when wealth and power exceed the admirable and attain the awesome, there appeared those evil ones with greed to match..."

Thankfully though the only Evil Empire in gaming these days is British - and they don't do RPGs at all anymore, so no point getting het up about that... :)

Ulrick

Monday, 10th March, 2003, 06:21 PM

Quote:

*Originally posted by Col\_Pladoh****Sorry, I missed getting email notification of a number of posts here, yours being the first. I look forward to solving the mystery;)*****Cheers,  
Gary**

Well, I did some digging and asking around, and nobody seems to remember his "English name."

It is a mystery, indeed.

So far I know the following:

1. People at the Guild who knew Standing Bear claim you were on amicable terms with him.
2. You vaguely remember an American Indian gamer from Iowa.
3. You met this gamer at a Gen Con or two when D&D was just starting.
4. Standing Bear also went by an English name.
5. I found out that Standing Bear did run an RPG *before* D&D game out. He switched to D&D because it had a better system.

The past, though lived, still changes. Every individual remembers it in his or her own way.

Which, of course, makes me more curious about the past...

But it's the stories, however, that makes this search interesting. I don't know their true or not but I think these might be a little amusing. Keep in mind that these come from unreliable sources and I maintain that they are highly likely to be false (I don't wanna start rumors).

1. One member of the Guild claims that Standing Bear helped you create the original D&D game along with Dave Arneson--huh?  
:confused:

2. Another claimed that D&D was made as a collaborative effort among you and your friends, and you just happened to see a business opportunity and took advantage of it. And your friends weren't too happy about it.

I said to that, "Good for Gygax. That's just how things work. Not many people see a business opportunity and take advantage of it...he did."

:p

Quote:

*Originally posted by Ulrick*

***Well, I did some digging and asking around, and nobody seems to remember his "English name."***

***It is a mystery, indeed.***

***So far I know the following:***

- 1. People at the Guild who knew Standing Bear claim you were on amicable terms with him.***
- 2. You vaguely remember an American Indian gamer from Iowa.***
- 3. You met this gamer at a Gen Con or two when D&D was just starting.***
- 4. Standing Bear also went by an English name.***
- 5. I found out that Standing Bear did run an RPG before D&D game out. He switched to D&D because it had a better system.***

***The past, though lived, still changes. Every individual remembers it in his or her own way.***

***Which, of course, makes me more curious about the past...***

***But its the stories, however, that makes this search interesting. I don't know their true or not but I think these might be a little amusing. Keep in mind that these come from unreliable sources and I maintain that they are highly likely to be false (I don't wanna start rumors).***

***1. One member of the Guild claims that Standing Bear helped you create the original D&D game along with Dave Arneson--huh?  
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***I said to that, "Good for Gygax. That's just how things work. Not many people see a business opportunity and take advantage of it...he did."***

***:p***

At the risk of incurring the wrath of some of the folks who have given you their recollections:

As far as I am aware, there was no RPG available before the D&D game was created. The closest thing to it, aside from games of "Let's Pretend" sort were psychological ones and the Inter-nation Sims that were run popularly for a time in the 1960s.

There is no question that I wrote every word of the original D&D game. Dave Arneson has said so himself in an interview in the now-defunct magazine Different worlds (issue #3, as I recall).

I sent the original 50 pp. ms. to about a score of other wargamers I was close to back in 1972. Most of them were college students. Indeed, these individuals game me a lot of feedback, so that in about two months of time after sending out the initial draft I rewrote the game so that the ms. was 150 pp length. That was likewise mailed out, this time to about twice as many persons for play-testing and input.

Chalk up the false stories to envy and jealousy;) There isn't one person who can come up with a shred of evidence contrary to what I state forthrightly above, mainly because there isn't any. Rather like the post here some time last year that claimed I had bashed female gamers. That chap claimed he'd find and post the proof, and I'm still waiting :D

Anyway, that said, I do hope you can discover Standing Bear's English name, as my curiosity is piqued.

Cheers,  
Gary

---

Draxx

Monday, 10th March, 2003, 07:26 PM

Greetings Mr. Gygax,

I have looked on this forum for over a year but rarely posted as you can see by my extremely low number. Anyway I wanted to thank you for giving the world a game that has provided my friends and I over 25 years of fun and memories. I began playing in 1978 and am now 33 years old and still loving it!

If I may ask a question (I hope I'm not retreading old ground here) Can we expect any updated sequels to more of your classic modules by yourself or your sons in the near future? I have great memories and fondness for the giant series and White Plume Mountain. Also given the rise of computer power and DVDs, laptops at the game table, etc. Have you considered using computer visual aids to your adventure modules?

Just wondering, and thanks again for many years of fun!

Respectfully,

Draxx :)

---

Col\_Pladoh

Monday, 10th March, 2003, 08:08 PM

Hi Draxx,

You are most welcome, and as I always hasten to point out, I've really had a great time creating and playing all these years. BTW, you've been playing RPGs about as long as my son Luke, and he hits age 33 this coming autumn.

And as for posting, heh, and a first time for everything;)

I have a dual d20/LA game system module out now, THE HERMIT from Troll Lord games. It is not a short adventure, more of a mini-campaign, but it can be slipped into any campaign setting, likely.

Coming this summer from the Trolls is a like dual-system super module, likely a year of play that's titled HALL OF MANY PANES. They are wrestling with its 700 + pages of ms, now, and it will likely be a boxed set when released.

Other than those, Chris Clark and I have done a big dual-system campaign module, CASTLE WOLFMOON, but it isn't quite finished yet, and Chris hasn't told me what the publishing arrangement is to be. Its ms. has not hit over 500 pp...

For the future I have a request to do an "old school" type module of around 24 pp. printed form length, but I haven't had time to so much as begin to plot it out yet.

If things break right, Rob Kuntz gets back online and is willing to commit to a two-year project, we might well do a new version of my old castle and dungeons, "Zagig's Castle," in a generic format that will be compatible with as many systems as possible, including OA/D&D;)

Cheers,  
Gary

---

KDLadage

Monday, 10th March, 2003, 08:19 PM

Mr Gyax:

First of all, greetings and salutations! One of the things I have always enjoyed about these boards is reading the various things you post within them. Although I disagree with you on many things, I find your opinions to be well thought out and interesting, at the very least. This goes for your regular Dragon Magazine gig as well. OK... now that the traditional apple-polishing is done, on to my question for you. :)

Looking back over the evolution of the Role Playing Hobby in general and the Dungeons and Dragons game specifically, there are a lot of things that have changed, been dropped and added along the way and morphed into things they may not have been originally intended to be. So... given the vast array of things that descended from those early works of yours and those that worked/played with you -- I have two questions -- each in two parts:

- **Question 1, Part 1:** Of all of the rules that have managed to survive the OD&D, D&D, AD&D, AD&D2e, D&D3e train, which one (that your originally wrote) would you have most liked to have seen disappear by now?
- **Question 1, Part 2:** Of all of the rules that have managed to disappear somewhere on the OD&D, D&D, AD&D, AD&D2e, D&D3e train, which one (that your originally wrote) would you have most liked to have seen survive the journey?
- **Question 2, Part 1:** Of all of the rules that have managed been added to the Dungeons & Dragons rules set, which one (that your did not originally write) do you look at these days and slap your forehead saying, 'Man, I wish I had thought of that one!'?
- **Question 2, Part 2:** Of all of the rules that have managed been added to the Dungeons & Dragons rules set, which one (that your did not originally write) do you look at these days and slap your forehead saying, 'Man, what were they smoking when they thought of that one!'?

Thanks, and good day sir!

---

Ulrick

Monday, 10th March, 2003, 09:17 PM

Quote:

*Originally posted by Col\_Pladoh*

***At the risk of incurring the wrath of some of the folks who have given you their recollections:***

***As far as I am aware, there was no RPG available before the D&D game was created. The closest thing to it, aside from games of "Let's Pretend" sort were psychological ones and the Inter-nation Sims that were run popularly for a time in the 1960s.***

***There is no question that I wrote every word of the original D&D game. Dave Arneson has said so himself in an interview in the now-defunct magazine Different worlds (issue #3, as I recall).***

***I sent the original 50 pp. ms. to about a score of other wargamers I was close to back in 1972. Most of them were college students. Indeed, these individuals gave me a lot of feedback, so that in about two months of time after sending out the initial draft I rewrote the game so that the ms. was 150 pp length. That was likewise mailed out, this time to about twice as many persons for play-testing and input.***

***Chalk up the false stories to envy and jealousy;) There isn't one person who can come up with a shred of evidence contrary to what I state forthrightly above, mainly because there isn't any. Rather like the post here some time last year that claimed I had bashed female gamers. That chap claimed he'd find and post the proof, and I'm still waiting :D***

***Anyway, that said, I do hope you can discover Standing Bear's English name, as my curiosity is piqued.***

***Cheers,  
Gary***

---

That's what I figured on both accounts. And, now that I think about it, you're right, the game Standing Bear played wasn't really an RPG. From what I've been told, he did have some rules or guidelines but it never was published. It more along the lines of "let's pretend."

I chalk the stories up to either envy or jealousy or just as a game of "telephone." I can easily imagine Standing Bear way back in the day coming from Gen Con saying to people:

"I played D&D with Gary Gygax! He's a really great guy. Very friendly."

Then one of the those people says to somebody else, "Standing Bear met Gary Gygax and Gen Con. Then they became friends and they played D&D."

And then the story gets passed from person to person, altering slightly, of course, till finally it gets to the current form of "Standing Bear was friends with Mr. Gygax and he helped make D&D." :D

I find these stories very entertaining but I don't put much stalk into them. Even before now, I knew the truth that YOU were the one who created D&D.

Yay!

Thanks again. :p

---

Col\_Pladoh

Monday, 10th March, 2003, 09:53 PM

Quote:

*Originally posted by Ulrick*

**[snip]**

***I find these stories very entertaining but I don't put much stalk into them. Even before now, I knew the truth that YOU were the one who created D&D.***

***Yay!***

***Thanks again. :p***

---

Heh, and me and all whole lot of others, beginning with my father's bedtime stories about magic rings and cloaks of invisibility, my mother's hours of reading to me, the local gang of boys I played with, Jim Rasch who was the director in "realistic cops & robbers type games I played when I was 10, and so many others I can't begin to name them--friends, authors, fellow gamers--who contributed to the process;)

Cheers,  
Gary

---

Geoffrey

Monday, 10th March, 2003, 11:54 PM

KDLadage, those are some fine questions. I hope I don't presume in saying that, of all the rules in the 1974 D&D game, the ability of clerics to turn undead might be the one Good Sir Gygax wishes had vanished.

Of course, that's only a guess, based on a paragraph in the original published version of Necropolis. (Sorry, I don't have it with me or I'd quote it.) :)

---

Clay\_More

Tuesday, 11th March, 2003, 01:48 AM

Greetings Gary, welcome here (if it hasn't been mentioned aplenty already).

Unfortunately, I am one of the younger players here (tender age of 24) so I have only vague memories of my first edition playing experience. It was the second edition D&D that really made me aware of the game, even though it was hideously tortured under the dire treatment of a young and inexperienced player.

Someone sent me the basic books (which were actually translated into Danish, something they completely gave up in 3rd edition for some reason) while I was living in Angola. Unfortunately, there wasn't any D&D community at all, so the game depended upon my interpretation of the rules and my introduction of these to the new players. Unfortunately, I had gotten something horribly wrong when reading them, and thought that the levels stacked.. Which means, I thought that if a 1st level fighter had 1d8 hitpoints and it said 2d8 for a second level fighter, that had to be 3d8 in total. I did the same for spells etc. (which actually made a spellsheet something 8-10 pages long for a relatively high level wizard). Off course, the monsters were very low-power once the characters gained a few levels. I ended up pitting the players against 22 Gold Dragons, 38 Silver Dragons etc. just to challenge them. As I mentioned, I really tortured the game...

Fortunately, I actually went back to Denmark and encountered a Danish teacher that played it with his sons (he also explained the rules better to me). With him I also had one of the most memorable moments in my D&D career. We, as a group, entered a Wizard's stronghold. We knew that the Wizard would have some henchment, but were still surprised when we entered a huge room with large tables and chairs. On these, 300 ogres sat and ate huge pieces of boar meat and drank from huge gallons of wine. Half of the ogres were males, other half was females. Instead of merely sneaking through the room, which was quite easy, our wizard explained that it probably was an illusion and he would dispel it right away. Or dwarf warrior simply nodded, didn't know much about magic anyways. The wizard cast his dispel magic which actually worked. Yet, all of the ogres weren't illusions.

The wizard, knowing the nature of ogres, had created illusionary female companions for them. The food, which had been magically created, had been made well-tasting and interesting with magic as well. Even the music playing was an illusion. So, suddenly, the 150 (real) ogres stand amazed, as all of their female companions disappear, their food suddenly turns into something boring and bland and the music vanishes. As the ogres begin looking around, trying to find out why all their entertainment vanished, the Dwarf looks at the Wizard and asks; "Is this good or bad?"

Anyways, thanks for the game Gary. And I hold you personally responsible for the fact that half of my childhood memories contains orcs...

---

Col\_Pladoh

Tuesday, 11th March, 2003, 12:37 PM

Quote:

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*Originally posted by Clay\_More*

**[snip]**

**... As the ogres begin looking around, trying to find out why all their entertainment vanished, the Dwarf looks at the Wizard and asks; "Is this good or bad?"**

**Anyways, thanks for the game Gary. And I hold you personally responsible for the fact that half of my childhood memories contains orcs...**

---

Heh! Gotta love that dwarf!

And Clay\_More, you should be happy that those memories are of orcs, not orgre, right? :D

When my son Luke was about seven years old two of his older sisters made him DM (OAD&D, of course) for them, and they dictated what treasure was found when opponents were defeated. Finally he came to me, and I invested him with the "DM's Crown," thus putting an end to that abuse. Young players do many odd things to an RPG, but all in fun :eek:

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 11th March, 2003, 12:46 PM

Quote:

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*Originally posted by Geoffrey*

**KDLadage, those are some fine questions. I hope I don't presume in saying that, of all the rules in the 1974 D&D game, the ability of clerics to turn undead might be the one Good Sir Gygas wishes had vanished.**

**Of course, that's only a guess, based on a paragraph in the original published version of Necropolis. (Sorry, I don't have it with me or I'd quote it.) :)**

---

Clerics turning undead was a needed ability that seemed to get out of hand. While I do not regret the ability, I must admit that I used many "fudge" methods to get around that, so my precious undead critters would not be so easily disposed of by the party's priest. In fact, here's one I never got around to putting in a module or otherwise writing about:

Amulet of Magnification: A magic item made by an evil cleric to protect undead serving him this item functions so as to raise the negative energy of the wearer by one or more levels (up to three in the most potent form of the device). When a cleric attempts to turn the subject wearing the amulet, the magnification is triggered.

I also had one that multiplied the negative energy of the undead, so that each one with such amulet was effectively equal to 2 to 5. It didn't work as well against high level clerics, though, with automatic destruction...

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 11th March, 2003, 01:03 PM

Almost Missed this Post!

Quote:

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*Originally posted by KDLadage*

**Mr Gygas:**

**First of all, greetings and salutations! One of the things I have always enjoyed about these boards is reading the various things you post within them. Although I disagree with you on many things, I find your opinions to be well thought out and interesting, at the very least. This goes for your regular Dragon Magazine gig as well. OK... now that the traditional apple-polishing is done, on to my question for you. :)**

---

You have the hubris to admit that you often disagree with me, not treat my every word as canon, and then dare to fob that off as proper homage? See if I bless your dice :rolleyes:

Quote:

---

**Looking back over the evolution of the Role Playing Hobby in general and the Dungeons and Dragons game specifically, there are a lot of things that have changed, been dropped and added along the way and morphed into things they may not have been originally intended to be. So... given the vast array of things that descended from those early works of yours and those that worked/played with you -- I have two questions -- each in two parts:**

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**Thanks, and good day sir!**

---

Whoa! Those are excellent questions, but they subsume that I have complete familiarity with the versions of the game noted. Fact is that I played 2E only a couple of times, and never read through the books, and after my contractual read through the draft mss. for the 3E PGB and DMG, I've not read the final texts.

Actually, I don't much enjoy drawing comparisons, so I am going to let this go at that;)

Cheers,  
Gary

---

**dreadnought**

Tuesday, 11th March, 2003, 01:06 PM

Here's a way off-topic question for you Gary -- how have you managed to balance family and gaming? I ask because I am one of the old-timers here who started gaming with the White Box set.

I am about to be introduced to parenthood in a few weeks and its the first time in my quarter century of gaming that I've wondered if it might be time to hang up the dice for a while.

How did you cope with both? I'm pretty heavily involved because aside from my weekly game, I'm also freelancing for a d20 company and planning to start up my own d20 company in the near future (as well as holding down a full-time career).

Any tips?

Cheers, Andrew

---

**Col\_Pladoh**

Tuesday, 11th March, 2003, 05:17 PM

Quote:

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*Originally posted by dreadnought*

**Here's a way off-topic question for you Gary -- how have you managed to balance family and gaming? I ask because I am one of the old-timers here who started gaming with the White Box set.**

**I am about to be introduced to parenthood in a few weeks and its the first time in my quarter century of gaming that I've wondered if it might be time to hang up the dice for a while.**

**How did you cope with both? I'm pretty heavily involved because aside from my weekly game, I'm also freelancing for a d20 company and planning to start up my own d20 company in the near future (as well as holding down a full-time career).**

**Any tips?**

**Cheers, Andrew**

---

Hi Andrew!

Your query takes me back a lot of years--when I was working a full time job, writing on the side, playing some games by main, and gaming on weekends. I managed that and time with the family...barely. By doing my gaming work after 10 PM I could get in a couple of hours a night and then spend a good part of the weekend with games too. I managed to get by on about 5 hours sleep a night then, and likely I should have spend a bit more time with family matters that I did...

These days I spend about 10 hours a day on game-related things, but that's my occupation, and when necessary I can drop almost anything to see to family affairs. With my youngest being age 16, dad isn't always wanted around--he gets in the way;) Most evenings are strictly family time, and son Alex plays in my weekly PRG game session too.

With young children around there is likely a need for more time spent with them, so maybe you'll need to cut back on both gaming time and sleeping hours as well.

Cheers,  
Gary

---

**Clay\_More**

Tuesday, 11th March, 2003, 09:43 PM

I was actually wondering about a few things as well though. I remember that I saw an episode of "Futurama" where you appeared, was that yourself that was doing the voice for that?

I really liked the episode, they make fun of people yes, but they do it in such a good-hearted manner.

"I am.... (rolls dice) .... happy to see you"

When you speak of your children playing as well, I cant help but to remember what I answered when my girlfriend asked me how many children I would want to have. I answered "5" and she asked "Why", to which I responded: "Well, I need two to play fighters, one to play a rogue, one to play a wizard and one to play a cleric".

---

**MerricB**

Wednesday, 12th March, 2003, 01:32 AM

G'day, Gary!

Early autumn here in south-eastern Australia is treating us fairly well; the weather is nice, though a bit more rain would be appreciated. I hope the weather is nice around you and your family! :)

Young Grace seemed to enjoy her first experience of D&D. On to the second experience this evening...



I was just wondering: has your development of the Legendary Adventures game system altered your perceptions of roleplaying systems?

Cheers!

---

mythusmage

Wednesday, 12th March, 2003, 04:51 AM

A Tale of the Days of Eld

---

Back when the Greyhawk supplement was a work in progress clerics used 2d6 to turn undead\*. As I recall, you needed a 7 or better to turn skeletons, and an 11 or better to turn zombies.

One fine day a party entered the local gilded hole in search of treasure, experience, treasure, magic, and treasure. Along the way they kept running into skeletons and zombies.

On the first occasion the party's doughty cleric stepped forward with his holy symbol held high and intoned in stentorian tones (or as stentorian as a lad of 20 can muster), "Back to the depths of Hell, ye foul creatures of corruption and pestilence!"

Nothing. The skeletons marched on and the party fighting men had to chop their way through the calciate horde. (Is "calciate" a word... ..I guess it is now.)

This was repeated again and again, until the fifth encounter when a discouraged, tired, and cranky cleric looked at the mixed bag of skeletons and zombies and mumbled dispiritedly, "Oh, go away."

They went away.

From that moment on in that group the magic words for turning undead became, "Oh, go away." Never failed.

\*Everything back in those days called for a roll of 2d6 to determine success/failure. If not for Lou Zocchi and his decision to carry polyhedrals in his catalog (and his later decision to manufacture polies of higher quality than those then available) we'd now be talking about the 2d6 System.

---

satori01

Wednesday, 12th March, 2003, 05:29 AM

Quote:

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*Originally posted by Col\_Pladoh*  
**Hi Draxx,**

***If things break right, Rob Kuntz gets back online and is willing to commit to a two-year project, we might well do a new version of my old castle and dungeons, "Zagig's Castle," in a generic format that will be compatible with as many systems as possible, including OA/D&D;)***

***Cheers,***  
***Gary***

---

Not that you would have any direct control of the licensing aspects, but "Zagig's Castle" as the name for what EVERYONE knows will truly be Castle Greyhawk is an affront to the hobby and frankly poor buisness on WOTC end. How inclusive can the "castle" be? Would you be able to include in it sections or levels used in older modules?

(I have fond memories of an oAD&D module set in Castle Greyhawk,(it had Mord on the cover I believe), with a nasty demon, a Sword of Ebon Flame, a intelligent Purple Egg shaped stone that could impart information,(I love that egg btw and have blissfully resued it many times), and my favorite a mosiac pattern that would telport people to other worlds if the correct bronze plaque was found).

I wish you the best of health Gary, and leave you with one final question,(I'll ask the Egg if I need to):

Was Al Gore TRULY a 10 level VP, or was he more like 6th level?

---

Col\_Pladoh

Wednesday, 12th March, 2003, 01:36 PM

Quote:

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*Originally posted by Clay\_More*  
***I was actually wondering about a few things as well though. I remember that I saw an episode of "Futurama" where you appeared, was that yourself that was doing the voice for that?***  
***I really liked the episode, they make fun of people yes, but they do it in such a good-hearted manner.***

***"I am.... (rolls dice) .... happy to see you"***

---

Heh, and yes, that was my voice. David X. Cohen is a former DM, and a great guy. It was fun talking with him and doing the VO for for the episode:)

Quote:

---

***When you speak of your children playing as well, I cant help but to remember what I answered when my girlfriend asked me how many children I would want to have. I answered "5" and she asked "Why", to which I responded: "Well, I need two to play fighters, one to play a rogue, one to play a wizard and one to play a cleric".***

---

As good a reason as any I've heard. I've had six, but sadly all three girls gave up RPGing. the boys--two men now and living away from home, still play when they can find time. Young son Alex is heavily into computer gamingm but he is a regular in my weekly RPG campaign :D

Cheers,  
Gary

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## Q&A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Wednesday, 12th March, 2003, 01:47 PM

Quote:

*Originally posted by MerricB*  
**G'day, Gary!**

**Early autumn here in south-eastern Australia is treating us fairly well; the weather is nice, though a bit more rain would be appreciated. I hope the weather is nice around you and your family! :)**

**Young Grace seemed to enjoy her first experience of D&D. On to the second experience this evening...**

**I was just wondering: has your development of the Legendary Adventures game system altered your perceptions of roleplaying systems?**

**Cheers!**

Howdy Merric:)

Here in Wisconsin March held up to it's repote, came in like a lion with cold and snow. Yesterday things warmed to about 40 F., and the rest of the week looks to be fairly mild as well, so likely March will go out like a lamb as the old saw predicts.

As for the LA game's effect on my prespective, it's a horse and cart thing. My perspective was altered and thus I wrote the basic work. Now that horse is indeed carrying me along further :) I find that the system enables more creative thinking for me and does not force perspective to alter to suit the rules.

Cheers,  
Gary

Col\_Pladoh

Wednesday, 12th March, 2003, 01:52 PM

Hola Alan!

Great post:)

There was a method to the madness of the 2d6 chack, both the bell curve total for turning and the number of the undead turned by the cleric.

Lou and a lot of others sure hopped on the dice bandwagon, which is good, because TSR was producing lousy dice for sure. Another thing to be grateful to Kevin and Brian Blume for...

Cheers,  
Gary

Col\_Pladoh

Wednesday, 12th March, 2003, 02:02 PM

Quote:

*Originally posted by satori01*

**Not that you would have any direct control of the licensing aspects, but "Zagig's Castle" as the name for what EVERYONE knows will truly be Castle Greyhawk is an affront to the hobby and frankly poor buisness on WOTC end. How inclusive can the "castle" be? Would you be able to include in it sections or levels used in older modules?**

WotC surely holds the marks using "Greyhawk" as valuable properites, and so they will not allow use by others. That's no problem to me, as I believe that the name we've likely chosen is sufficiently well known to convey the correct information to the potential customer.

As for use of other material, other than some side adventures that one could get transported to from the dungeon levels of my original Castle Greyhawk, as expanded by Rob's including as co-DM, none were ever published. That TSR released had nothing to do with my work--that product was bogus in respect to what the real dungeons we created were like, and the concensus amongst the knowledgeable was that the product was done to discredit the original material they had no rights to. The side adventures published were DUNGEONLAND, LAND BEYOND THE MAGIC MIRROR, and ISLE OF THE APE. Several more such adjunctive areas were never written up for publication.

Quote:

**I wish you the best of health Gary, and leave you with one final question,(I'll ask the Egg if I need to):**

**Was AI Gore TRULY a 10 level VP, or was he more like 6th level?**

As a Libertarian, I'll have to concur with your assessment of Al Gore, somewhat lower than 10th level;)

Cheers,  
Gary

---

BOZ

Wednesday, 12th March, 2003, 04:26 PM

hi gary! i have a question. have you had a chance to see the Tome of Horrors by Necromancer Games? if so, what did you think of it? :)

Monte Cook said: "Having seen the 3.5 PH and the Tome of Horrors, if I could have only one of them, I'd choose the Tome of Horrors.

(This is not a slam against the 3.5 PH. It's praise for the ToH.)"

---

Col\_Pladoh

Wednesday, 12th March, 2003, 05:20 PM

Quote:

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*Originally posted by BOZ*

**hi gary! i have a question. have you had a chance to see the Tome of Horrors by Necromancer Games? if so, what did you think of it? :)**

**Monte Cook said: "Having seen the 3.5 PH and the Tome of Horrors, if I could have only one of them, I'd choose the Tome of Horrors.**

**(This is not a slam against the 3.5 PH. It's praise for the ToH.)"**

---

Hi Boz!

No, I haven't seen NG's Tome of horrors, but I have heard some good words regarding it. Fact is I have so little spare time that I'm lucky to get in light reading fro relaxation:)

Anyway, it isn't a surprise to me that NG has done a great job of things there. They really excelled in the conversion of my old Mythus game NECROPOLIS module to d20. Besides which I like the guys who run the company--good fellows and dedicated gamers:)

Cheers,  
Gary

---

diaglo

Wednesday, 12th March, 2003, 05:20 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**Lou and a lot of others sure hopped on the dice bandwagon, which is good, because TSR was producing lousy dice for sure. Another thing to be grateful to Kevin and Brian Blume for...**

---

i still use my chits are rare special occassions.:D

---

Col\_Pladoh

Wednesday, 12th March, 2003, 05:50 PM

Quote:

---

*Originally posted by diaglo*

**i still use my chits are rare special occassions.:D**

---

Diaglo, that one still strikes a nerve with me:)

That was Kevin's marvelous idea how to silence objections about the game using dice (all three of the serious questions about it) while upping the net to T\$R on each sale. I was appaled, but no argument I put forth would suffice to sway the Brothers Blume. Only when sales dropped sufficiently did they suddenly decide that dice were the proper thing after all.

Cheers,  
Gary

---

diaglo

Wednesday, 12th March, 2003, 05:57 PM

:eek: i never knew.

i'm gonna go burn them now.

---

Joseph Elric Smith

Wednesday, 12th March, 2003, 06:04 PM

Quote:

---

*Originally posted by diaglo*

**:eek: i never knew.**

*i'm gonna go burn them now.*

---

send them to me if you don't want them, they can go on one of my many shelves of old games :)  
ken

---

## Clay\_More

Wednesday, 12th March, 2003, 06:38 PM

Quote:

---

*Heh, and yes, that was my voice. David X. Cohen is a former DM, and a great guy. It was fun talking with him and doing the VO for for the episode*

---

Sometimes I wonder just exactly how many former players / DM's are out there in influential positions. You might have yourself a whole secret network of supporters :)

Do you regularly watch the two cartoons Futurama & Simpsons?  
I think especially Futurama holds some good advice for making a good comic-relief adventure...

Anyways, if you ever buy a remote farm outside civilisation where people can come and live, grow vegetables, walk around in tunics and listen to lectures from your three times a day in return for giving up all their worldly possessions, just give a call, ill be right over :)

---

## Col\_Pladoh

Wednesday, 12th March, 2003, 06:55 PM

Quote:

---

*Originally posted by Joseph Elric Smith*

***send them to me if you don't want them, they can go on one of my many shelves of old games :)  
ken***

---

Heh, Ken!

Always in there plugging for old goodies, eh? :eek:

Gary

---

## Col\_Pladoh

Wednesday, 12th March, 2003, 07:07 PM

Quote:

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*Originally posted by Clay\_More*

***Sometimes I wonder just exactly how many former players / DM's are out there in influential positions. You might have yourself a whole secret network of supporters :)***

---

I've met a few. Most former or even still-active RPGers don't advertise the fact outside certain circles. Creative groups are the exception. doctors and lawyers tend to keep mum;)

Quote:

---

***Do you regularly watch the two cartoons Futurama & Simpsons?  
I think especially Futurama holds some good advice for making a good comic-relief adventure...***

---

I catch them sometimes, but not on a regular bases. I often don't leave the computer until 6:30 or after (and usually begin the day 12 hours earlier), then watch some news as I have a glass of cold buttermilk to relax. After dinner I typically look for a good murder mystery or old movie to watch, hoping it is exciting enough to keep me awake...

Quote:

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***Anyways, if you ever buy a remote farm outside civilisation where people can come and live, grow vegetables, walk around in tunics and listen to lectures from your three times a day in return for giving up all their worldly possessions, just give a call, ill be right over :)***

---

Heh, and I have frequently joked about starting a cult religion on such a basis. If I were less scrupulous, I might have done that, but... Some years back I did have a place in the country with 23 acres. Lots of gamers came to play, but the only non-relative one that lived there with us was an out-of-work chap who needed a job and a place to stay. He is now a physician, BTW.

When I retire and can be less boring, not be at the computer all day, it might be a good idea to consider a place that is at least large enough to accommodate a dozen gamers at one time, so a game or two can be running most days. Right now we're cramped for space when all nine players show up for my Thursday night LA game session :rolleyes:

Cheerio,  
Gary

---

## Janos Antero

Wednesday, 12th March, 2003, 07:08 PM

Hey Gary, actually thought up some real questions rather than just picking on you for once. Some of this may have been answered before, but I didn't see these in this thread.

Any chance you'd talk on some of your classic villians? I've always loved Obmi and Ecvledra (sp? I always forget how to spell that damn name). Care to share how they looked stat wise, or history wise in the good old days?

You may not answer this one, but I can't help but ask... Was Loraine Williams THAT bad in your opinion? How did she change your interactions with the hobby (aside from the obvious stuff).

Did you like the DnD cartoon you did, and have any plans in relation to it that never saw fruition?

Thanks partner.

---

WolvOrine

Wednesday, 12th March, 2003, 07:16 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**Argh!**

***You know where to hit a guy and make it count;***

**Heh,  
Gary**

---

Hey, it could be worse...

They could have Tom Hanks star in it. AS Gary Gagax. :P

---

Geoffrey

Wednesday, 12th March, 2003, 07:28 PM

Quote:

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*Originally posted by diaglo*

***i still use my chits on rare special occassions.:D***

---

Ah yes, the D&D boxed set (edited by Mr. Holmes) with the chit sheet in it. I still remember wondering how to glue those chits together to form dice. :D

Fortunately I bought some real dice soon afterwards.

---

Joseph Elric Smith

Wednesday, 12th March, 2003, 07:54 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**Heh, Ken!**

***Always in there plugging for old goodies, eh? :eek:***

**Gary**

---

YOu know me gary a huge pack rat. I'd open used gaming store but I'd never sell anything just buy LOL  
ken

---

Col\_Pladoh

Wednesday, 12th March, 2003, 08:41 PM

Quote:

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*Originally posted by Janos Antero*

***Hey Gary, actually thought up some real questions rather than just picking on you for once. Some of this may have been answered before, but I didn't see these in this thread.***

---

Hi Janos!

I'll happily do what I can in response...

Quote:

---

***Any chance you'd talk on some of your classic villians? I've always loved Obmi and Ecvledra (sp? I always forget how to spell that***

*damn name). Care to share how they looked stat wise, or history wise in the good old days?*

---

Actually, Obmi appeared in may campaign as a vile dwarf who worked with gnolls (see other thread on same on the boards). Worse, Obmi has a machine-like device that would cause the opponents to move backwards instead of forwards when they tried to attack him and his band in their fourth level dungeon abode. He had his throwing hammer and speed boots too, so that he really enraged the players. Eventually they managed to kill all his gnolls, his reverse motion machine was destroyed by spell attacks, and so Obmi ran off to return in the G series modules. Heh, working with giants was even more enraging to the PCs that his former association with gnolls :eek:

Then I had him in the shadows, with the elf, Keek, as his second banana, and Luke, playing Melf, was totally fooled by Keek. That delighted Obmi, Keek, and me but was less amusing to Melf and his companions.

Eclavdra made her appearance in the play-tests of the D series, so she didn't have so long a career as a bane of PCs. By the time they were adventuring in the D modules all had gotten very wary of my Dming, so fooling the party was pretty difficult.

Quote:

---

***You may not answer this one, but I can't help but ask... Was Loraine Williams THAT bad in your opinion? How did she change your interactions with the hobby (aside from the obvious stuff).***

---

Is the Pope Catholic? Need I say more? Just consider her public statement that gamers were not her social equals if you need to get a handle on what sort of persn she was.

As for her changing anything in the way of interaction with the hobby, first I was immersed in saving TSR from bankruptcy because of Blume mismanagement, then I was devoted to trying to keep Williams from gaining control of TSR and wrecking it--which she managed to do and did. So what interaction during that period?

Quote:

---

***Did you like the DnD cartoon you did, and have any plans in relation to it that never saw fruition?***

---

***Thanks partner.***

---

Well, the D&D Cartoon Show was pretty good for the age category it was aimed at, so I enjoyed it. Of course I wanted something a little more mature, so I worked on Marvel and CBS to do a spinoff. When 26 episodes were done we managed to convince them to do just that. The new show would begin after Micheal Reaves superb concluding episode, #27 was produced. the new show would have only the older "kids," leaving Bobby and Uni (as a pony) back on earth. In the new series the "kids" would not have those hoaky magic items, rely on their own abilities, and a bit more imitable action (violence) could be shown. The deal was done on a handshake, Marvel the final old series script in hand, and two scripts for the new series done, one of which I'd approved. Then I was called back to Wisconsin because of the financial difficulties at TSR. Later, when Williams informed CBS and Marvel that I was not involved in the project any longer, the series was dropped.

Cheerio,  
Gary

---

Sir Edgar

Wednesday, 12th March, 2003, 08:59 PM

I know you have a list of books that inspired your work at the back of the 1st edition DMG, but if you were to recommend five books that MOST influenced you in the design of D&D, what would they be? Basically, I'm looking for a few good books to read that will help me get an understanding of your design philosophy. Thank you. :)

---

barsoomcore

Wednesday, 12th March, 2003, 09:06 PM

Quote:

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*Originally posted by Col. Pladoh*

***The deal was done on a handshake, Marvel the final old series script in hand, and two scripts for the new series done, one of which I'd approved. Then I was called back to Wisconsin because of the financial difficulties at TSR. Later, when Williams informed CBS and Marvel that I was not involved in the project any longer, the series was dropped.***

---

Gary, every time you drop another tidbit I just get more and more fascinated. You've had a remarkable series of adventures, though I suppose they didn't seem like it at the time.

Have you considered publishing your memoirs? I imagine there's many, many people who'd love to read them.

---

Janos Antero

Wednesday, 12th March, 2003, 09:16 PM

I was always a fan of your villains in the early Gord the rogue novels, especially for how they seemed to break the mold (although at the time I suppose there really wasn't a mold in the same sense) of villains we see today.

You mentioned the script of the 2nd series of cartoons you had in the works.... any chance a bottle of fine whiskey sent to you might loosen your tongue on where you saw it going, or what it was going to be like?

As always thanks for the replies.







## Q&A with Gary Gygax continuation thread Part II

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Sir Edgar

Wednesday, 12th March, 2003, 09:30 PM

Were there legal reasons for making the D&D elves different from Tolkien elves or did you just want to be different? Can you talk more about the conceptualization of elves?

Joseph Elric Smith

Wednesday, 12th March, 2003, 09:34 PM

Quote:

*Originally posted by Janos Antero*

.

*You mentioned the script of the 2nd series of cartoons you had in the works.... any chance a bottle of fine whiskey sent to you might loosen your tongue on where you saw it going, or what it was going to be like?*

*As always thanks for the replies.*

Well I have found that if you buy him a good smoke and a good meal and a nice drink he can talk for hours on the most fascinating stuff. :)  
Ken

Col\_Pladoh

Wednesday, 12th March, 2003, 10:15 PM

Quote:

*Originally posted by barsoomcore*

**Gary, every time you drop another tidbit I just get more and more fascinated. You've had a remarkable series of adventures, though I suppose they didn't seem like it at the time.**

Heh, and you only know some of the ones suitable for telling in mixed company;) While some of the experiences were most disappointing and depressing, I regard those as water under the bridge, and in all some of them are remarkable in one way or another, yes...

Quote:

**Have you considered publishing your memoirs? I imagine there's many, many people who'd love to read them.**

I have had a number of persns ask about an autobiography, and a few volunteer biographers too. Spurred on thus, I have a few pages of a ms. done, but of late I've had little time and no particular urge to write more. Maybe it will never get done, but I do add a bit now and again. I've covered a good bit of my earliest childhood, and have worked into the time I moved from Chicago, so a little of my recollections from age 8 on are covered now as well. Only about 58 years to go--well, soon 59 :D

Cheers,  
Gary

Col\_Pladoh

Wednesday, 12th March, 2003, 10:21 PM

Quote:

*Originally posted by Sir Edgar*

**Were there legal reasons for making the D&D elves different from Tolkien elves or did you just want to be different? Can you talk more about the conceptualization of elves?**

I guess it's no secret that I am not a rabid fan of the "Rings Trilogy," so that should explain a good bit of why elves in D&D are more my conception of them than they are copies after what the Good Professor Tolkien saw them as;)

My take was more of the British mythology based, with French "feys" the influence for the high elves. All of that was measured against what the D&D environment was meant to be, of course, a human dominated one.

That cover it?

Cheers,  
Gary

Col\_Pladoh

Wednesday, 12th March, 2003, 10:25 PM

Quote:

Originally posted by Joseph Elric Smith

**Well I have found that if you buy him a good smoke and a good meal and a nice drink he can talk for hours on the most fascinating stuff. :)**

**Ken**

Why thanks, Ken. I do tend to wax eloquent after a good meal, with a cigar in hand and a drink before me. It is enjoyable to become a raconteur in such circumstances. Recalling things that were amusing or exciting to me and sharing the accounts with others who find the tales interesting is enjoyable. Of course that risks being a bore...so I don't mind sharing the floor, as it were :rolleyes:

Ciao,  
Gary

---

Col\_Pladoh

Wednesday, 12th March, 2003, 10:34 PM

Quote:

---

Originally posted by Sir Edgar

**I know you have a list of books that inspired your work at the back of the 1st edition DMG, but if you were to recommend five books that MOST influenced you in the design of D&D, what would they be? Basically, I'm looking for a few good books to read that will help me get an understanding of your design philosophy. Thank you. :)**

---

I can't narrow it down to five books, but five authors, maybe:

Jack Vance  
Robert E. Howard  
Fritz Lieber  
de Camp & Pratt  
A. Merritt

Honorable Mentions:)

Roger Zelazny  
Michael Moorcock  
Fred Saberhagen  
L. Sprague de Camp  
Stanley Weinbaum  
Margaret St. Claire

Sorry, even being that "narrow" makes me feel uneasy. I read a LOT of fantasy and SF before I got to the penning of the D&D game :eek:

Cheers,  
Gary

---

Col\_Pladoh

Wednesday, 12th March, 2003, 10:55 PM

Quote:

---

Originally posted by Janos Antero

**I was always a fan of your villians in the early Gord the rogue novels, especially for how they seemed to break the mold (although at the time I suppose there really wasn't a mold in the same sense) of villians we see today.**

---

Thanks. Not a few critics claim my villains lack redeeming qualities, are thus not complete and "dimensional," but that's the way I see really evil individuals. No touchy-feely, blame society sort of hogwash for me. they have nothing whatsoever to recommend them, no depth of character, and their motives are simply to do what is malign. Hey, that sounds a lot like game reviewers! Heh-heh.

[

Quote:

---

**You mentioned the script of the 2nd series of cartoons you had in the works.... any chance a bottle of fine whiskey sent to you might loosen your tongue on where you saw it going, or what it was going to be like?**

**As always thanks for the replies.**

---

Marvel has the two completed scripts. My copy of the one approved is likely not in the WotC archives somewhere--unless Williams trashed it.

the series was to focus more on action and the realization of the heroic band that they were maturing, actually gaining the capacity to do heroic deeds on their own, without relying on some magical item. Of course with this growing maturity there would be some dramatic scenes of soul searching, emotional longing for a return to their mundane existences, development or personal relationships--all the stuff that gets in the way of the real fun, the adventure and combat :eek:

Okay, I was jesting.

Cheers,  
Gary

---

MerricB

Wednesday, 12th March, 2003, 11:32 PM

Quote:

---

Originally posted by Col\_Pladoh

**Sorry, even being that "narrow" makes me feel uneasy. I read a LOT of fantasy and SF before I got to the penning of the D&D game :eek:**

---

Yes, you managed to forget Edgar Rice Burroughs.

Let's remind everyone - from Gary's foreword to the original edition of Dungeons & Dragons:

These rules are strictly fantasy. Those wargamers who lack imagination, those who don't care for Burroughs' Martian adventures where John Carter is groping through black pits, who feel no thrill upon reading Howard's Conan saga, who do not enjoy the de Camp & Pratt fantasies or Fritz Leiber's *Fafhrd* and the Gray Mouser pitting their swords against evil sorceries will not be likely to find DUNGEONS and DRAGONS to their taste. But those whose imaginations know no bounds will find that these rules are the answer to their prayers. With this last bit of advice we invite you to read on and enjoy a "world" where the fantastic is fact and magic really works!

I grew up with tales of the Norse Gods, and reading the ERB *Barsoom* and *Venus* books, so I've got something of a soft spot for ERB. :)

Slowly, I'm tracking down some of the other inspirations on Gary and reading them - I was delighted to find a 2nd hand copy of the 5 Harold Shea stories by de Camp and Pratt a couple of years ago, and I've just purchased an omnibus edition of the early *Fafhrd* and the Grey Mouser stories.

Young Grace very much enjoyed her 2nd experience of D&D - alas that I had to leave when I did, but my choir rehearsal called (with her father being the conductor of that choir, my being absent might be a bit noticable...)

Cheers!

---

Janos Antero

Wednesday, 12th March, 2003, 11:50 PM

Irredeemable, aye that was what I meant. I've gotten very tired of the fallen good guy stereotype, or the bad guy gone good. It seems most times these days to be truly evil in the fantasy genre, you must be inhuman, because if you are human, the potential for redemption is inherent. Probably a christian redemption value worked into our culture.

But really, I much prefer villains who feel like villains, not *decent fellows gone bad*. Obmi was a good example of a truly wicked individual, as was Luz's mother the witchhag (not even gonna TRY and spell that name without it in front of me).

In my experience pyrrhic victories are often some of the best in a story, and most memorable endings if handled well. Most early adventures, and just the feel and style of DnD reflected that well, but a tendency toward happier endings has gradually seeped into the genre. Not suprising considering how much investment good characters receive, and how distraught some can get over the loss, but none the less it seems a sacrifice of story-telling to cater to feelings, which is a questionable trade in my book.

So since we've got you going on about the old days here, how about telling us about one of your favorite characters on the side of "good", or at least not one of the villains?

---

cimerians

Thursday, 13th March, 2003, 01:43 AM

cartoon

I never thought about asking Gary about the animated show. Sweet memories! I remember being 11 years old, eating Lucky Charms and watching D&D.

That's really interesting. Dennis Marks a producer for the Spider-man cartoon show mentioned he worked with you on the Dungeons & Dragons cartoon. Seems like a nice guy and he had very nice words about you. The interview is at <http://www.spider-friends.com>

Always wanted to ask if some of the monsters in the cartoon were picked by you? (Specially some of the lesser known Fiend Folio creatures. Bullywuugs, Grimlocks etc.... even Lolth!) And lastly....what was Venger? A Lich? Simply an ex-good guy turned evil with fangs and one horn? (The voice actor for him was really good).

Thanks for everything Gary! And lets get that memoir book written!! :)

---

Ulrick

Thursday, 13th March, 2003, 03:53 AM

Re: cartoon

Quote:

---

Originally posted by cimerians

*Always wanted to ask if some of the monsters in the cartoon were picked by you? (Specially some of the lesser known Fiend Folio creatures. Bullywuugs, Grimlocks etc.... even Lolth!)[/B]*

---

Yeah! I remember that! Doesn't Venger cause a pit to open up beneath the heroes and they drop into Lolth's web.

And Venger says, "Behold! Lolth! The Demon Queen of Spiders!"

And there she is! In spider form with a human head! :D

And Tiamat would show up occasionally to beat up Venger! I loved it!

My gosh, I just wish you could buy those episodes somewhere. Sure, they're a little corny sometimes, but I know every gamer who's seen that cartoon wants Hank's bow of energy! :p

---

diaglo

Thursday, 13th March, 2003, 11:06 AM

Quote:

---

Originally posted by Geoffrey

**Ah yes, the D&D boxed set (edited by Mr. Holmes) with the chit sheet in it. I still remember wondering how to glue those chits together to form dice. :D**

**Fortunately I bought some real dice soon afterwards.**

---

i had dice before i bought that boxed set. actually i had the Original Collector's Ed box set first. and still do. and then bought the Advanced stuff.

but i liked the Holmes version because the cost of plate mail and chain mail went way down. :) compared to the ADnD PHB. and i thought the chit idea was cool.

i was the only one with dice of a group of 15 (14 players and me, the DM). those dice didn't last long. the d20 was completely round by the time i had chits in hand.

edit: that might be why i have over 14000 dice now.:o

---

Enceladus

Thursday, 13th March, 2003, 11:22 AM

Can I get one of these?

Hiya Gary,

Be careful what you throw away. :)

[TSR Plate?](#)

Next time your at a convention can we just bring a stack of paper plates?

Thanks in advance.

B

---

Col\_Pladoh

Thursday, 13th March, 2003, 01:56 PM

ERB

Merric,

Thanks for posting the forward to the D&D work. I had totally forgotten it.

I recalled Edgar Rice Burroughs only after submitting my reply....but I actually did remember his books. As for the Barsoom and Venus yarns, don't neglect the stories based in Pellucidar! Those hollow earth adventures, one with Tarzan included, were just great! BTW, I read my first ERB novel at age 10, Cave Girl, and loved it.

Quote:

---

***Young Grace very much enjoyed her 2nd experience of D&D - alas that I had to leave when I did, but my choir rehearsal called (with her father being the conductor of that choir, my being absent might be a bit noticable...)***

***Cheers!***

---

Heh, and it is good to being in youngsters. RPG play should encourage her interest in all manner of other thing too, open a whole world of imagination and creativity:)

Cheerio,  
Gary

---

Col\_Pladoh

Thursday, 13th March, 2003, 02:16 PM

Quote:

---

*Originally posted by Janos Antero*

***[snippage]***

---

***So since we've got you going on about the old days here, how about telling us about one of your favorite characters on the side of "good", or at least not one of the villains?***

---

Thanks for the good words, amigo:) To avoid blushing I snipped the lot. Heh-heh. BTW, Iggwilv is the sweet and loving lady you refer to, I am sure.

The closest I came to a human gone bad was Wastri, "The Hopping Prophet." I must admit I relished describing his fall from a seeker after inner, and greater, knowledge into a hunter of gnomes for "sport." luz was born bad, but of course his parentage had something to do with that :eek:

Fact is I never really developed any strong NPCs of Good for play in the campaign. The reason for that is twofold. First, many of the players had characters of that alignment. Second, the Evil team would have felt obliged to assail that NPC, and to withstand such an assault the character would have had to be so powerful as to be otherwise an overmatch for most any Evil in the campaign--short of the demi-deital sort. Add to that

the main team of "bad guys," Erac's Cousin, Robilar, and Teric were not ravaging sorts, so that there was no campaign demand for retribution. They were as willing to combat NE and CE adversaries as they were any other.

Likely the inclusion of Mordenkainen, bigby, and the rest of my PCs as a Neutral force in the campaign moderated excesses, of course, those of Good as well as Evil. I kept them as active in play so as to make the campaign viable for all alignments, No faction could expect to dominate with the Circle of Eight there to keep the balance. Beside that, it gave me a chance to team up with any group when someone else was DMing, and thus I could play more :D

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 13th March, 2003, 02:46 PM

Re: cartoon

Quote:

---

*Originally posted by cimerians*

***I never thought about asking Gary about the animated show. Sweet memories! I remember being 11 years old, eating Lucky Charms and watching D&D.***

***Thats really interesting. Dennis Marks a producer for the Spider-man cartoon show mentioned he worked with you on the Dungeons & Dragons cartoon. Seems like a nice guy and he had very nice words about you. The interview is at <http://www.spider-friends.com>***

Whoa! Thanks for pointing me to the interview with Dennis:) I've lost touch with him mainly because he's not active online. Dennis forgot John Beebe's name. Jogn knew Orson Wells sufficiently to be able to get through to him, but they weren't really buddies. Dennis didn't mention that he is a very fine stage magician.

I have great memories of the two is us sitting poolside at the Beverly Hills Hotel dreaming up springboards for the D&D Cartoon Show, developing plots. Dennis was a frequent visitor to our offices and digs up on 1636 Summit Ridge Drive for social gatherings. I introduced him to the Firesign Theater there, in fact, listening to the "Giant Rat of Sumatra." For his part he had us over to his place and as his guest at the Magic Castle.

His problem getting along with Judy Price of CBS wasn't lost on me. When I pitched the D&D Cartopn Spinoff to Judy--and Margaret Loesch (then head of Marvel Entertainment) and Hank Saroyan--Gail (now my wife) orchestrated the whole meeting. She made sure that when we took a break after a couple of hours intense discussion there weere proper refreshments--excellent California chardonay wine, green grapes, cold shrimp, and some bree and water buiscuits. The crew stayed until around 10 PM, then I took them all out for a late supper down in Beverly Hills. Believe it or not, Judy and Margaret had never been there for dinner. As I recall, they wanted Italian, so I decided on LA Famiglia for a relaxed atmosphere. The party broke up around 1 AM, and the deal was done ;)

Quote:

---

***Always wanted to ask if some of the monsters in the cartoon were picked by you? (Specially some of the lesser known Fiend Folio creatures. Bullywuugs, Grimlocks etc.... even Lolth!) And lastly....what was Venger? A Lich? Simply an ex-good guy turned evil with fangs and one horn? (The voice actor for him was really good).***

***Thanks for everything Gary! And lets get that memoir book written!! :)***

Most of the writers for the D&D cartoon came up to our place and hung out--free food, a pool to swim in (and a few brought their girlfriends up for night swims too), a hot tub, pool table and free bar, and best of all an old stable converted to a studio where they could set up their computers and work...when not playing Chainmail fantasy battles on the 6' x 12' sandtable in the main room of the place. they were a great bunch, so they had the run of the place even when I wasn't around--much of the time after 6 PM:)

Anyway, as I had creative control, I read and made suggestions as to anything that didn't meet the D&D canon. They had the whole of the core books, including all the monsters ones, so most selections were their own. I do know that bullywuugs were chosen both for their interesting features and because son Luke, then living out there with me, was a regular in many of the Chainmail games and known to be the creator of those critters.

Well, there's some memoires for you :eek:

Cheers,  
Gary

---

Col\_Pladoh

Thursday, 13th March, 2003, 02:55 PM

A bit of clean-up here in this post...I am running short of time this AM:(

Venger was Dungeon Master's son who was under an evil curse. The object was to somehow lift the curse from him, but his father could not speak of it.

The paper plate up for auction on Ebay is completely bogus to the best of my knowledge.

Those low-impact d20s did get pretty round in short order--well short order in terms of gaming time. Rob Kuntz had one that would stand on a point now and again. I still have a couple that I use when playing OD&D as the DM. One with gray faces on 10 sides is a "killer" die that comes up on those faces a lot--the 11-20 range, of course! Can't find it now, but it's likely in a box of old dice somewhere in the basement here. I have a second one with red faces that's as good for the monsters' rills, of course :D

Sorry If I've missed anything I shuld have responded to. If I have, somebody holler at me, and I'll make amends.

Cheers,  
Gary

BOZ

Thursday, 13th March, 2003, 04:30 PM

Re: Can I get one of these?

Quote:

*Originally posted by Enceladus*  
**Be careful what you throw away. :)**

**TSR Plate?**

**Next time your at a convention can we just bring a stack of paper plates?**

LOL it doesn't look like anyone bid on it though. :)

Col\_Pladoh

Thursday, 13th March, 2003, 06:21 PM

Re: Re: Can I get one of these?

Quote:

*Originally posted by BOZ*

**LOL it doesn't look like anyone bid on it though. :)**

Last I heard there were two bidders, the high bid \$.11.

Now I wonder if the audience is wise to such a scam or am I just not much of a draw?

Heh,  
Gary

Joseph Elric Smith

Thursday, 13th March, 2003, 06:28 PM

Re: Re: Re: Can I get one of these?

Quote:

*Originally posted by Col\_Pladoh*

**Last I heard there were two bidders, the high bid \$.11.**

**Now I wonder if the audience is wise to such a scam or am I just not much of a draw?**

**Heh,  
Gary**

it is because you are such a draw. :) Hmm gary should I auction off the plates and silver are you ate with when you where at my house? At least it is better quality then Styrofoam, and you can authenticate them :).

Ken

who is often but shouldn't be amazed at the things on the internet.



## Q&A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Thursday, 13th March, 2003, 07:41 PM

Re: Re: Re: Re: Can I get one of these?

Quote:

*Originally posted by Joseph Elric Smith*

*it is because you are such a draw. :) Hmm gary should I auction off the plates and silver are you ate with when you where at my house? At least it is better quality then Styrofoam, and you can authenticate them :).*

**Ken**

*who is often but shouldn't be amazed at the things on the internet.*

Well Dude!

Why stop at the table service? There's the couch cushion I sat on, and the doorknob I touched. I am growing nauseus...

Oh, boy, this sort of silliness makes me shake my head in wonder, so I do share your amazement, Ken;)

Cheers,  
Gary

jgbrowning

Thursday, 13th March, 2003, 07:46 PM

Re: Re: Re: Re: Re: Can I get one of these?

Quote:

*Originally posted by Col\_Pladoh*

**Well Dude!**

*Why stop at the table service? There's the couch cushion I sat on, and the doorknob I touched. I am growing nauseus...*

*Oh, boy, this sort of silliness makes me shake my head in wonder, so I do share your amazement, Ken;)*

**Cheers,**  
**Gary**

now the doorknob idea may be workable..... :)

"Open the door on a new realm of fantasy adventure!"

joe b.

Joseph Elric Smith

Thursday, 13th March, 2003, 07:55 PM

Re: Re: Re: Re: Re: Can I get one of these?

Quote:

*Originally posted by Col\_Pladoh*

**Well Dude!**

*Why stop at the table service? There's the couch cushion I sat on, and the doorknob I touched. I am growing nauseus...*

*Oh, boy, this sort of silliness makes me shake my head in wonder, so I do share your amazement, Ken;)*

**Cheers,**  
**Gary**

Oh yes I forget that see Gary's butt print in my couch, or this is the actually toilet seat Gary sat on LOL  
ken

Col\_Pladoh

Thursday, 13th March, 2003, 09:20 PM

Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

Originally posted by Joseph Elric Smith

**Oh yes I forget that see Gary's butt print in my couch, or this is the actually toilet seat Gary sat on LOL**  
**ken**

---

:( :( :(

Just where i feared this digression would lead...

That'll teach me to expand on things:mad:

Gary

---

Col\_Pladoh

Thursday, 13th March, 2003, 09:23 PM

Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

Originally posted by jgbrowning

**now the doorknob idea may be workable..... :)**

**"Open the door on a new realm of fantasy adventure!"**

**joe b.**

Heh, that reminds me!

Somewhere I have the original painting for the old "Gateway to Adventure" ad that TSR ran back back around 1979 and 1980. Now that is likely to bring a fair bit if offered for auction ;) Of course I don't care to part with it, I add hastily!

Cheers,  
Gary

---

Joseph Elric Smith

Friday, 14th March, 2003, 01:54 AM

Re: Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

Originally posted by Col\_Pladoh

**Heh, that reminds me!**

**Somewhere I have the original painting for the old "Gateway to Adventure" ad that TSR ran back back around 1979 and 1980. Now that is likely to bring a fair bit if offered for auction ;) Of course I don't care to part with it, I add hastily!**

**Cheers,**  
**Gary**

WOW I am too old I remember that ad campaign :0  
ken

---

diaglo

Friday, 14th March, 2003, 11:23 AM

but do you have the sound bite from the Morley the Wizard ads?

---

mythusmage

Friday, 14th March, 2003, 12:43 PM

Re: Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

Originally posted by Col\_Pladoh

:( :( :(

**Just where i feared this digression would lead...**

**That'll teach me to expand on things:mad:**

**Gary**

You knew what would happen with all this egoboo.:p



---

Col\_Pladoh

Friday, 14th March, 2003, 01:42 PM

Quote:

---

*Originally posted by diaglo*  
**but do you have the sound bite from the Morley the Wizard ads?**

---

No, but I think I have a video tape or two of some early TSR commercials. I'll see if Dave Dimery--who conceived "Morley the Wizard" as TSR's spokesman back then--can locate a copy of that. Dave is an old friend and headed up advertising when TSR did its best stuff IMO.

Cheers,  
Gary

---

Col\_Pladoh

Friday, 14th March, 2003, 01:46 PM

Re: Re: Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

---

*Originally posted by mythusmage*

---

**You knew what would happen with all this egoboo.:p**

---

Alan Old Top!

If you seriously believe offering paper plates attributed to me is in any way something other than grotesque in my mind, I have a fine bridge for you--cheap ;)

Ciao,  
Gary

---

mythusmage

Friday, 14th March, 2003, 02:19 PM

Re: Re: Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

---

*Originally posted by Col\_Pladoh*

---

**Alan Old Top!**

**If you seriously believe offering paper plates attributed to me is in any way something other than grotesque in my mind, I have a fine bridge for you--cheap ;)**

**Ciao,**  
**Gary**

---

This from a man who once said, "As long as they spell my name right.":D

---

Col\_Pladoh

Friday, 14th March, 2003, 03:20 PM

Re: Re: Re: Re: Re: Re: Re: Re: Re: Re: Can I get one of these?

Quote:

---

*Originally posted by mythusmage*

---

**This from a man who once said, "As long as they spell my name right.":D**

---

Heh,

That's an old show biz quote that I happen to agree with. It has nothing to do with ego, but rather with publicity. "There is no such thing as bad publicity," eh?

Cheers,  
Gary

---

ColonelHardisson

Friday, 14th March, 2003, 04:21 PM

Gary, given your apparent interest in Egyptology (based on your epic adventure "Necropolis"), I was wondering if you'd gotten a chance to see the recent "Mummy" movies - "The Mummy" and "The Mummy Returns"? I love these films, for their breezy nature and old-fashioned derring-do - plus, there is something very reminiscent of a good D&D session about them.

---

Col\_Pladoh

Friday, 14th March, 2003, 04:41 PM

Quote:

---

*Originally posted by ColonelHardisson*

**Gary, given your apparent interest in Egyptology (based on your epic adventure "Necropolis"), I was wondering if you'd gotten a chance to see the recent "Mummy" movies - "The Mummy" and "The Mummy Returns"? I love these films, for their breezy nature and old-fashioned derring-do - plus, there is something very reminiscent of a good D&D session about them.**

---

Howdy Colonel:)

I've loved Egyptology since I was about five years old and my father took me to see the large exhibit in the Field Museum in Chigaco. Next to the Lincoln Park Zoo, that was my favorite Sunday outing. I have not really pursued Egyptology other than as a dilitant, but I have a fairly large collection of reference books on Ancient Egypt.most of Budge's old works amongst them, as well as some issues of KMT magazine...

Indeed, I did see the "Mummy" movies, including the original Boris Karloff ones;) thus I have both many tanna leaves handy as well as a cat. those flesh-eating (as opposed to dung-eating)scarab beetles in the new flicks are absolutely horrible. A swarm of those could take out most D&D parties in a trice, I fear.

Speaking of films that recall D&D sessions, "The Deep," is in my estimation a great one for a modern equivalent of same.

Cheers,  
Gary

---

BOZ

Friday, 14th March, 2003, 06:05 PM

Quote:

---

*Originally posted by Col\_Pladoh*

**I've loved Egyptology since I was about five years old and my father took me to see the large exhibit in the Field Museum in Chigaco.**

---

they must have changed that exhibit a whole lot because i went there a few years ago and it was very different from what i remember as a kid - a whole lot was missing. :( is there another mummy exhibit in chicago, or did the field museum just stash all that good stuff away?

---

Col\_Pladoh

Friday, 14th March, 2003, 08:07 PM

Quote:

---

*Originally posted by BOZ*

**they must have changed that exhibit a whole lot because i went there a few years ago and it was very different from what i remember as a kid - a whole lot was missing. :( is there another mummy exhibit in chicago, or did the field museum just stash all that good stuff away?**

---

Darn, Boz...

I haven't been to the Field Museum in about 10 years, so I can't really say. The exhibit used to be very extensive, and when I was a lad one could even see an X-ray of a mummy;)

I do recall that the main hall was much changed the last time I was there--looked far less impressive to me than what had been on display.

Cheers,  
Gary

---

BOZ

Friday, 14th March, 2003, 09:48 PM

right, i think you see what i mean. i was first there in roughly 1988, and it looked like there was a lot less stuff there last year.

edit: even the dinos seem to be a lot less impressive... but the taxidermy exhibit is awesome. :)

---

Endur

Friday, 14th March, 2003, 10:02 PM

Parties vs. Individual Heroes

Gary,

A lot of the Fantasy novels focused on a single hero (Conan, Tarzan, etc.) or perhaps a hero and a sidekick.

How did you come up with the idea of a whole party of characters adventuring in a dungeon?

Especially since D&D grew out of tabletop wargames, and tabletop wargames tended to be 1 on 1, or 3 vs. 3 types of scenarios. Most tabletop wargames (unless they involved hidden movement) don't have a referee.

Tom

---

Col\_Pladoh

Saturday, 15th March, 2003, 02:28 PM

Field Mueseum

Quote:

---

Originally posted by BOZ

**right, i think you see what i mean. i was first there in roughly 1988, and it looked like there was a lot less stuff there last year.**

**edit: even the dinos seem to be a lot less impressive... but the taxidermy exhibit is awesome. :)**

---

Boz, I still remember being blown away as a little lad when entering the main hall of the Field Museum. There before me were those huge bull loxodonts locked in battle, while behind them were the bronze stature of the Masai warriors readying their spears, on another pedestal a lion and lioness crouched and snarling, and the third with the speared lions and the warriors in jubilation, one at least with shield held overhead.

Right you are about the taxidermy exhibits there. That was where I spent most of my time as a boy, looking at them. We went to the museum about once a month, with a side jaunt to either the Shedd Aquarium or the Adler Planetarium.

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 15th March, 2003, 02:46 PM

Re: Parties vs. Individual Heroes

Quote:

---

Originally posted by Endur  
Gary,

**A lot of the Fantasy novels focused on a single hero (Conan, Tarzan, etc.) or perhaps a hero and a sidekick.**

**How did you come up with the idea of a whole party of characters adventuring in a dungeon?**

**Especially since D&D grew out of tabletop wargames, and tabletop wargames tended to be 1 on 1, or 3 vs. 3 types of scenarios. Most tabletop wargames (unless they involved hidden movement) don't have a referee.**

**Tom**

---

Hi Tom:)

Fortunately I read in a lot of genres other than fantasy, including the historical war fiction one. Even there, though, crafting a story around a large cast of characters is difficult, and from such a number one or two main protagonists, and possibly an antagonist or two emerge.

In tabletop games, the LGTSA would have teams of players, sometimes as many as six on a side. There was usually one person as umpire or referee, the one who set up the game to be played, although that individual would sometimes play as well. When I ran my later games they were usually the "Man-to-Man" medieval ones, and as pretty common on the tabletop, each player had a command figure. A team of several defenders would plan and cooperate to try and defeat a like team of attackers.

It wasn't much of a leap from that to single "command figures" operating as an adventuring group. Do keep in mind that original D&D had provision for and pretty well assumed that each PC would hire a few men-at-arms--the old tabletop force of soldiery;)

In another thread someone was wondering how 1st level PCs in the original game survived. Some responses mentioned the "run away" tactic--the one we commonly used. None I read, though, considered the hiring of mercenaries to assist in the encounters. All the early play groups I knew of, those in 1972 and on through 1974 surely did that so as to give their low-level PCs a better survival chance. It worked very well. Yrag and Mordenkainen both began as 1st level, and Rob Kuntz, the main DM for their adventures, was not prone to cutting slack for anyone.

Cheers,  
Gary

## Q&amp;A with Gary Gygax continuation thread Part II

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BOZ

Saturday, 15th March, 2003, 03:34 PM

Re: Field Mueseum

Quote:

*Originally posted by Col\_Pladoh*

**Boz, I still remember being blown away as a little lad when entering the main hall of the Field Museum. There before me were those huge bull loxodonts locked in battle, while behind them were the bronze stature of the Masai warriors readying their spears, on another pedestal a lion and lioness crouched and snarling, and the third with the speared lions and the warriors in jubilation, one at least with shield held overhead.**

there isn't much in the main hall anymore, but there is some nice statuary. i can't remember if the elephants are still there (i think they actually might be though - or at least one of them), but the only other item i remember is Sue the T-Rex - and she wasn't as big as they'd touted her to be. oh well, it's still worth a visit. :) this month the museum has an exhibit on baseball.

Draxx

Sunday, 16th March, 2003, 03:13 AM

Mr. Gygax,

I was just wondering if you have had any contact with mortality.net and the mortality radio show. Adlon who hosts the show mentioned last year that he was going to try to get you on for an interview. I for one would be sure to listen. His show is excellent and is a lot of fun for the gaming community. It is a wonderful opportunity to hear from game designers and gamers from all over the globe.

Also, I was wondering have you had any recent involvement with any scripts or ideas for new fantasy TV shows. With the success of Buffy and Angel, Xena, etc. it seems the viewer market is there for more fantasy oriented programs or films.

Thanks again for many years of gaming fun.

Respectfully,

Draxx

Endur

Sunday, 16th March, 2003, 06:23 AM

Men At Arms

We used to hire as many (or more) NPCs for a party as PCs.

The ideal D&D session is sort of like a Star Trek show in a way. The PCs (Kirk, Spock, McCoy, Scotty, etc.) get the spotlight. The unnamed crewman is just there to give McCoy the opportunity to say, "He's dead, Jim."

Problems set in when the GM starts spending time and effort on the NPCs and crowds the PCs out of the spotlight. So, we tend not to use as many men at arms as we did in the past, for dungeon crawls. Still might use them for dramatic effect or for battlefields or to hold horses and so forth.

Tom

Quote:

*Originally posted by Col\_Pladoh*

**It wasn't much of a leap from that to single "command figures" operating as an adventuring group. Do keep in mind that original D&D had provision for and pretty well assumed that each PC would hire a few men-at-arms--the old tabletop force of soldiery;**

**In another thread someone was wondering how 1st level PCs in the original game survived. Some responses mentioned the "run away" tactic--the one we commonly used. None I read, though, considered the hiring of mercenaries to assist in the encounters. All the early play groups I knew of, those in 1972 and on through 1974 surely did that so as to give their low-level PCs a better survival chance. It worked very well. Yrag and Mordenkainen both began as 1st level, and Rob Kuntz, the main DM for their adventures, was not prone to cutting slack for anyone.**

**Cheers,  
Gary**

Col\_Pladoh

Sunday, 16th March, 2003, 12:46 PM

Quote:

*Originally posted by Draxx*

**Mr. Gygax,**

---

Feel free to call me Gary if you like.

Quote:

---

***I was just wondering if you have had any contact with mortality.net and the mortality radio show. Adlon who hosts the show mentioned last year that he was going to try to get you on for an interview. I for one would be sure to listen. His show is excellent and is a lot of fun for the gaming community. It is a wonderful opportunity to hear from game designers and gamers from all over the globe.***

---

Yes, the good people at Mortality.net were in contact with me some time back. I forgot the reason why it was not possible, or perhaps convenient, for me to do an audio interview with them. I get email notices of their shows, so I should probably get back in touch...

Quote:

---

***Also, I was wondering have you had any recent involvement with any scripts or ideas for new fantasy TV shows. With the success of Buffy and Angel, Xena, etc. it seems the viewer market is there for more fantasy oriented programs or films.***

***Thanks again for many years of gaming fun.***

***Respectfully,***

***Draxx***

---

Sadly, if one isn't out on the West Coast--or in NYC--where the action is, that pretty well precludes being a participant in such productions.

Short answer: No.

Cheers,  
Gary

---

**BigBastard**

Tuesday, 18th March, 2003, 10:03 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***Sadly, if one isn't out on the West Coast--or in NYC--where the action is, that pretty well precludes being a participant in such productions.***

***Short answer: No.***

***Cheers,  
Gary***

---

Have you thought of doing your own production company? Its amazing what some Star Trek and Star Wars fans have been able to do with a digital video camera and a computer. You could create your own pilot shows to shop around.

---

**Clay\_More**

Tuesday, 18th March, 2003, 10:54 PM

You mentioned Egyptology, and I must admit it is a fascinating subject. Still, D&D really had a strange effect of getting me interested in myriads of non-game subjects. I read books on Herbalism, Medicin, Zoology, History, Architechture, Craftmanship etc.. for the sole purpose of finding inspiration for D&D. This, In My Opinion, is something most anti-D&D people hardly ever consider. How D&D contains elements from so many different fields of study and that it actually can get people involved in some of these fields indirectly.

The opposition against D&D was actually rather lacking here in Denmark, so I never discovered that there actually were people who were directly "against" it. Only my introduction unto the net made me realise that there were some demented protestors. This realisation only came 10 years after my introduction to the game, so it was a little late for me to take it into consideration about starting to play :) Anyways, how did the opposition influence you? I think, that had D&D been my creation and my brainchild, I might take opposition rather personally, but thats just my opinion :)

---

**Col\_Pladoh**

Tuesday, 18th March, 2003, 11:16 PM

Quote:

---

*Originally posted by BigBastard*

***Have you thought of doing your own production company? Its amazing what some Star Trek and Star Wars fans have been able to do with a digital video camera and a computer. You could create your own pilot shows to shop around.***

---

Actually, no...

That's because I have all I can manage with the trade I have now--game design and writing :) there are many projects awaiting there, and too little time for them as it.

Cheers,  
Gary

---

Col\_Pladoh

Tuesday, 18th March, 2003, 11:20 PM

Quote:

---

*Originally posted by Clay\_More*

*You mentioned Egyptology, and I must admit it is a fascinating subject. Still, D&D really had a strange effect of getting me interested in myriads of non-game subjects. I read books on Herbalism, Medicin, Zoology, History, Architecture, Craftmanship etc.. for the sole purpose of finding inspiration for D&D. This, In My Opinion, is something most anti-D&D people hardly ever consider. How D&D contains elements from so many different fields of study and that it actually can get people involved in some of these fields indirectly.*

*The opposition against D&D was actually rather lacking here in Denmark, so I never discovered that there actually were people who were directly "against" it. Only my introduction unto the net made me realise that there were some demented protestors. This realisation only came 10 years after my introduction to the game, so it was a little late for me to take it into consideration about starting to play :) Anyway, how did the opposition influence you? I think, that had D&D been my creation and my brainchild, I might take opposition rather personally, but thats just my opinion :)*

---

Right you are about the RPG being a mind-broadening experience that encourages learning in many fields--that in addition to the imaginative, creative, and social qualities of the game--and all the while having fun, being entertained.

As for opposition, I ignore it. They never buy any gaming products anyway, eh? :eek:

Cheers,  
Gary

---

Joseph Elric Smith

Wednesday, 19th March, 2003, 10:35 AM

Quote:

---

*Originally posted by Col\_Pladoh*

**Actually, no...**

***That's because I have all I can manage with the trade I have now--agme design and writing ;) there are many projects awaiting there, and too little time for them as it.***

***Cheers,  
Gary***

---

you just need to have an intern to help you out say some one around 40 who is married so his wife could pack a lunch for you. :)  
Ken

---

Col\_Pladoh

Wednesday, 19th March, 2003, 02:19 PM

Quote:

---

*Originally posted by Joseph Elric Smith*

***you just need to have an intern to help you out say some one around 40 who is married so his wife could pack a lunch for you. :)***  
**Ken**

---

There's an idea. An intern...make that two interns! Would you believe "The Twins"?

Heh,  
Gary

---

Joseph Elric Smith

Wednesday, 19th March, 2003, 02:44 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***There's an idea. An intern...make that two interns! Would you believe "The Twins"?***

***Heh,  
Gary***

---

Well I am not sure how much more work you would be able to get done with those interns LOL.  
Ken  
After I win the lottery I'll apply to be your intern okay? :)

---

Col\_Pladoh

Wednesday, 19th March, 2003, 03:31 PM

Quote:

---

*Originally posted by Joseph Elric Smith*

***Well I am not sure how much more work you would be able to get done with those interns LOL.***

***Ken***

***After I win the lottery I'll apply to be your intern okay? :)***

---

Depends on the definition of "work." (Former President Clinton would be proud of me for that!)

Sure, either way about the intern matter, you winning the lottery or me :eek:

Ciao,  
Gary

---

johnsemlak

Thursday, 20th March, 2003, 07:44 AM

Gary

I was wondering if the LA Primer download (did I get that right?) is available yet?

John

---

Col\_Pladoh

Thursday, 20th March, 2003, 08:08 PM

Quote:

---

*Originally posted by johnsemlak*

***Gary***

***I was wondering if the LA Primer download (did I get that right?) is available yet?***

***John***

---

Hi John:)

The LA game "Quick Start" pdf is all done except for final layout. Chris Clark is away at the GAMA show, so the final won't be ready for a few days. I'll announce the availability of the download here, I suppose, on a new thread, and give the URLs of the webssites that have it ready to go. Likely be a week or so.

Cheers,  
Gary

---

Joseph Elric Smith

Thursday, 20th March, 2003, 08:10 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***Hi John:)***

***The LA game "Quick Start" pdf is all done except for final layout. Chris Clark is away at the GAMA show, so the final won't be ready for a few days. I'll announce the availability of the download here, I suppose, on a new thread, and give the URLs of the webssites that have it ready to go. Likely be a week or so.***

***Cheers,***  
***Gary***

---

excellent and with that I shall hopefully bring my saturday group around to playing LA  
ken

---

Col\_Pladoh

Thursday, 20th March, 2003, 09:42 PM

Quote:

---

*Originally posted by Joseph Elric Smith*

***excellent and with that I shall hopefully bring my saturday group around to playing LA***  
***ken***

---

Blusponge has done an excellent bit of work on the "Quick Start" for the LA game, Ken. there are four pre-generated Avatars and a good adventure for the LM to run--it is a tough one but managable if the players are knowledheable and careful. this isn't something for for newbies to role-playing to tackle, for sure, unless the Lejend Master is expert and softens things up considerably.

Now to get Chris Clark to finish the pdf and get it around for posting;)

Cheers,  
Gary

---

Joseph Elric Smith

Thursday, 20th March, 2003, 09:54 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***BluSponge has done an excellent bit of work on the "Quick Start" for the LA game, Ken. there are four pre-generated Avatars and a good adventure for the LM to run--it is a tough one but managable if the players are knowledheable and careful. this isn't something for for newbies to role-playing to tackle, for sure, unless the Lejend Master is expert and softens things up considerably.***

***Now to get Chris Clark to finish the pdf and get it around for posting;)***

***Cheers,  
Gary***

---

Oh that sounds great. Just the kind of quick start I need for my group. I have my Wednesday night group at least letting me run LA part of the time. and with the Quick start and a good adventure I am sure I should be able to bring my saturday group around at least for part time if nothing else. And since they all play on-line games I can use that as a spring board for LAO too :)  
ken

---

WolvOrine

Saturday, 22nd March, 2003, 10:07 PM

3 stupid questions

Gary,here's three stupid questions that have been floating around in my head for the past few days after after some D&D cartoon nostalgia. I really expect the answers to be either "I have no idea" or "no", but I'll ask anyway. :)

- 1) Who came up with those weapons the kids had?
- 2) Why didn't they ever get some horses? I mean they walked the length of the realm and back again.
- 3) Is there, anywhere in existance that you know of, a map of the Realm the kids were in? So many interesting places (if presented in a goofy and cheesy fashion for younger-audience consumption).

Thanks!

---

Col\_Pladoh

Saturday, 22nd March, 2003, 10:47 PM

Re: 3 stupid questions

Quote:

---

*Originally posted by WolvOrine*

***Gary,here's three stupid questions that have been floating around in my head for the past few days after after some D&D cartoon nostalgia. I really expect the answers to be either "I have no idea" or "no", but I'll ask anyway. :)***

---

Pretty good questions, amigo:)

I'll answer them in order...

Quote:

- 
- 1) Who came up with those weapons the kids had?***
  - 2) Why didn't they ever get some horses? I mean they walked the length of the realm and back again.***
  - 3) Is there, anywhere in existance that you know of, a map of the Realm the kids were in? So many interesting places (if presented in a goofy and cheesy fashion for younger-audience consumption).***

***Thanks!***

---

- 1) That was Dennis Marks and me. He was the lead, because CBS would not allow weapons that did real violence.
- 2) Because the age group that was initially considered as the primary audience would not feel comfortable with large horses--seen as threatening--the "Kids" walked. think of Uni, and you'll get the mental picture of what the network people thought of as appropriate. Of course in the spinoff series, more real weapons and horses would have been in the adventures.
- 3) No map was ever done, as that would force the various writers to conform to a "known world." With a nebulous area, most anything could be done to make a story idea fit in. Of course sans a mapped area there was also no reference points for recognitin from story to story, and no inspiration from the depicted terrain.

Cheers,  
Gary

---

WolvOrine

Saturday, 22nd March, 2003, 11:52 PM

Re: Re: 3 stupid questions



Quote:

---

*Originally posted by Col\_Pladoh*

---

***Pretty good questions, amigo:)***

---

Thank you. :)

Quote:

---

***I'll answer them in order...***

---

***1) That was Dennis Marks and me. He was the lead, because CBS would not allow weapons that did real violence.***

---

\*nods\* Logical, about CBS and all. But why did the weapons (or even permutations of them that would fit into the AD&D/D&D game) never show up in the game itself? I mean, Shiela's cloak was just a cloak of invisibility (easily gotten in-game), but I don't think anything like the others was ever found in the books. Those were great stuff. :) And, is there any copyright on them going around these days (the weapons themselves, that is), or could some publisher put out a book with with a close variant of them statted up for 3E (I, myself, would love to take a crack at illustrating the kids in a more realistic fashion, aside from just for laughs, hehe)? :)

Quote:

---

***2) Because the age group that was initially considered as the primary audience would not feel comfortable with large horses--seen as threatening--the "Kids" walked. think of Uni, and you'll get the mental picture of what the network people thought of as appropriate. Of course in the spinoff series, more real weapons and horses would have been in the adventures.***

---

Gods, I hated Uni. :P

Really? Just horses were considered too big and scary? Tiamat they thought was okay, but horses were too much? \*falls over laughing at asinine TV execs\* That's great stuff right there. :)

Gods I'd love to see that spinoff show, even now (Willie Ames, forsake Bibleman, I want my updated Ranger!).

Quote:

---

***3) No map was ever done, as that would force the various writers to conform to a "known world." With a nebulous area, most anything could be done to make a story idea fit in. Of course sans a mapped area there was also no reference points for recognitin from story to story, and no inspiration from the depicted terrain.***

---

I suspected this one would be No, actually. It was a logical step to assume the writers had no map to deal with while they were writing to confine them, but I did harbor a wee hope that someone both qualified and who worked with the writers (you, perhaps) had created an official map of the Realm. (not just made one up, but actually mapped out the realm as it was presented - possibly even including places the show never got around to showing us)

\*chuckles\* That always bugged me, even as a kid, that the Realm had no name. It was just "This Realm" or "The Realm". I mean, of course we knew it was "The Realm of Dungeons & Dragons", but I never thought the locals called it that. :)

Thanks a ton Gary, this thread is just unendingly cool. :) (And I still want an energy bow, hehehe)

## The Fool

Sunday, 23rd March, 2003, 02:51 AM

Hi Gary...Gord question...

Hi

I was wondering if Gary knew what was happening with the re release or re printing of the 'Gord the Rogue' books...

I sort of remember this was on the cards over a year back...

I heard rumours of an Omnibus of all the books in one book also?

If this is only just a rumour i apologise for getting anyones hopes up (including mine) :)

The Fool

## Col\_Pladoh

Sunday, 23rd March, 2003, 01:43 PM

Re: Re: Re: 3 stupid questions

Quote:

*Originally posted by WolvOrine*

*Thank you. :)*  
[b]

*\*nods\* Logical, about CBS and all. But why did the weapons (or even permutations of them that would fit into the AD&D/D&D game) never show up in the game itself? I mean, Shiela's cloak was just a cloak of invisibility (easily gotten in-game), but I don't think anything like the others was ever found in the books. Those were great stuff. :) And, is there any copyright on them going around these days (the weapons themselves, that is), or could some publisher put out a book with with a close variant of them statted up for 3E (I, myself, would loveto take a crack at illustrating the kids in a more realistic fashion, aside from just for laughs, hehehe)? :)[B]*

There was no one back at TSR that was paying attention to the cartoon show, so nothing that appeared in the episodes was picked up in article material in DRAGON.

Copyrights to the cartoon show material are jointly owned by Marvel and TSR--now WotC. Still, descriptive material for the paper game could certainly have been taken from the TV episodes and added to the game.

Quote:

**Gods, I hated Uni. :P**  
**Really? Just horses were considered too big and scary? Tiamat they thought was okay, but horses were too much? \*falls over laughing at asinine TV execs\* That's great stuff right there. :)**  
**Gods I'd love to see that spinoff show, even now (Willie Ames, forsake Bibleman, I want my updated Ranger!).**

Well, more likely the idea was to avoid showing children riding horses in dangerous places--imitatable action. Venger also had a horse, a threatening one.

Quote:

*I suspected this one would be No, actually. It was a logical step to assume the writers had no map to deal with while they were writing to confine them, but I did harbor a wee hope that someone both qualified and who worked with the writers (you, perhaps) had created an official map of the Realm. (not just made one up, but actually mapped out the realm as it was presented - possibly even including places the show never got around to showing us)*  
*\*chuckles\* That always bugged me, even as a kid, that the Realm had no name. It was just "This Realm" or "The Realm". I mean, of course we knew it was "The Realm of Dungeons & Dragons", but I never thought the locals called it that. :)*

*Thanks a ton Gary, this thread is just unendingly cool. :) (And I still want an energy bow, hehehe)*

There would be no benefit from a map that would be ignored or conflict with a writer's idea for a show. Programming for a young audience generally doesn't call for such continuity. In a more "advanced" spinoff version of the D&D Cartoon Show, such a step would have been logical. Sadly we never got that far.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 23rd March, 2003, 01:49 PM

Re: Hi Gary...Gord question...

---

Quote:

---

*Originally posted by The Fool*

**Hi**

***I was wondering if Gary knew what was happening with the re release or re printing of the 'Gord the Rogue' books...***

***I sort of remember this was on the cards over a year back...***

***I heard rumours of an Omnibus of all the books in one book also?***

***If this is only just a rumour i apologise for getting anyones hopes up (including mine) :)***

***The Fool***

---

Heh,

I hope to shout I do, as those yarns are thr IP of Trige;)

We changed plans aver a year ago when a publisher approached us with a proposal for full-color graphic novel versions of the Gord the Rogue books.

That is now underway, and there will be an announcement regarding the books later in the summer. More I can not say.

If those novels do well, there is a a strong likelihood that the regular books will be reprinted in hardback version, possibly with paperback reprints following that.

There is no plan to reprint all seven books in one giant volume, though;)

Cheers,  
Gary

---

Eridanis

Sunday, 23rd March, 2003, 02:09 PM

Gary -

I woke up this morning, planning to finally take a ride over to Lake Geneva to visit the Game Guild (where I hadn't been in years, since my first stint living in the Midwest), and when I Googled for their website, it was empty! A call to their phone # says it has been disconnected.

How long has the Game Guild been out of business? All good things must come to an end, I suppose. Guess I'll just have to spend the day outside enjoying the sunshine. :)

Yours, disappointedly,

- Matt

---

Col\_Pladoh

Sunday, 23rd March, 2003, 02:53 PM

Quote:

---

*Originally posted by Eridanis*

**Gary -**

***I woke up this morning, planning to finally take a ride over to Lake Geneva to visit the Game Guild (where I hadn't been in years, since my first stint living in the Midwest), and when I Googled for their website, it was empty! A call to their phone # says it has been disconnected.***

***How long has the Game Guild been out of business? All good things must come to an end, I suppose. Guess I'll just have to spend the day outside enjoying the sunshine. :)***

***Yours, disappointedly,***

***- Matt***

---

Ho Matt!

Dennis Harsh, the manager of the Game Guild plays in my regular LA game campaign, so I have the skinny;)

The 'Guild is temporarily homeless, not out of business. Lake Geneva's tourist town rents are brutal, so the hiatus is that of finding a now place that's large enough, affordable to rent and still a reasonably accessable location. Dennis is working on it, and I believe he hopes to have the shop open and running again within a month.

Maybe I can get him to rerspond here--I'll email him the URL.

Meantime, today is fairly sunny here in Lake Geneva, so all's not lost. If you plan another visit here ahead of time, email me if you'd like to set up a meeting for coffee and some gaming chat. Just had two fellows from North Dakota stop by yesterday, we went to Starbucks for expresso, and "war stories" :eek:

Cheers,  
Gary

---

Eridanis

Sunday, 23rd March, 2003, 04:37 PM

Thanks for the inside info, sir, and I'll be sure to take you up on your offer! (As it turns out, my toddler daughter got sick soon after I posted this morning, so any road trip would have been ki-boshed anyway ... everything happens for a reason...)

Thanks again!

---

Janos Antero

Sunday, 23rd March, 2003, 04:56 PM

Hey Gary, I remember toys for DnD/DnD cartoon around the time of the show, with a villan on a nightmare that was most certainly Vengar. But I also remember a bearded and mustached hero in thick plate armor with a horse, any chance you remember who or what that toy was?

---

Col\_Pladoh

Sunday, 23rd March, 2003, 06:11 PM

Quote:

---

*Originally posted by Eridanis*

***Thanks for the inside info, sir, and I'll be sure to take you up on your offer! (As it turns out, my toddler daughter got sick soon after I posted this morning, so any road trip would have been ki-boshed anyway ... everything happens for a reason...)***

***Thanks again!***

---

Wee bairns have a way of doing that...especially when parents have a desired plan for fun :eek:

I did send an email off to Dennis.

Invitation stands, of course!

Cheers,  
Gary

---

Nine Dragons

Sunday, 23rd March, 2003, 06:13 PM

Who is Rose Estes?

Hello Gary,

I have a question, which came up a few weeks ago in another thread about D&D-related female authors, which I'm hoping you can resolve. Is "Rose Estes" a real person or a pseudonym for one or more then-TSR authors? One person in the aforementioned thread even went so far as to suggest it was actually Roger E. Moore. I tend to believe "she's" a real person, possibly related to one "Lydia Estes (then aged 10)" who was credited as a playtester for some Tom Wham game printed in Dragon Magazine.

Incidentally, I'm just now delving through the 1st of the New Infinities Gord the Rogue books (I just acquired all 5, so it's all new to me), and I'm really enjoying it. I haven't yet been able to pick up the two earlier books under the Greyhawk banner, so I'd really like to see that potential re-release you've mentioned come to fruition (especially if it's hardcover)! Any chance we'll ever see any new Gygax novels (fantasy or otherwise) in the future?

---

Col\_Pladoh

Sunday, 23rd March, 2003, 06:14 PM

Quote:

---

*Originally posted by Janos Antero*

***Hey Gary, I remember toys for DnD/DnD cartoon around the time of the show, with a villan on a nightmare that was most certainly Vengar. But I also remember a bearded and mustached hero in thick plate armor with a horse, any chance you remember who or what that toy was?***

---

As I recall, the figure you refer to was "Warduke." The line was designed by Duke Siefried who was then with TSR. I did have the entire collection of those "bendy toys," but they were lost, along with a lot of other personal property, when my office was siezed by Lorraine Williams.

Ciao,  
Gary

---

Nathal

Sunday, 23rd March, 2003, 07:12 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***As I recall, the figure you refer to was "Warduke." The line was designed by Duke Siefried who was then with TSR. I did have the entire collection of those "bendy toys," but they were lost, along with a lot of other personal property, when my office was siezed by Lorraine***

Williams.

Ciao,  
Gary

I owned the Warduke action figure. One of my favorites, but his face was covered by a helmet. Go here to see a picture of him:

[http://www.geocities.com/zakiyah\\_99/toys/bwwarduke.jpg](http://www.geocities.com/zakiyah_99/toys/bwwarduke.jpg)

---

Col\_Pladoh

Sunday, 23rd March, 2003, 07:12 PM

Re: Who is Rose Estes?

Quote:

---

*Originally posted by Nine Dragons*  
**Hello Gary,**

***I have a question, which came up a few weeks ago in another thread about D&D-related female authors, which I'm hoping you can resolve. Is "Rose Estes" a real person or a pseudonym for one or more then-TSR authors? One person in the aforementioned thread even went so far as to suggest it was actually Roger E. Moore. I tend to believe "she's" a real person, possibly related to one "Lydia Estes (then aged 10)" who was credited as a playtester for some Tom Wham game printed in Dragon Magazine.***

Howdy Nine Dragons!

Rose Estes was a real person. She worked at TSR for a time before becoming a freelance writer. Lydia is her daughter. Rose lived in a house owned by Tom Wham for a time, but she moved from this area about a year or so back.

Quote:

---

***Incidentally, I'm just now delving through the 1st of the New Infinities Gord the Rogue books (I just acquired all 5, so it's all new to me), and I'm really enjoying it. I haven't yet been able to pick up the two earlier books under the Greyhawk banner, so I'd really like to see that potential re-release you've mentioned come to fruition (especially if it's hardcover)! Any chance we'll ever see any new Gygas novels (fantasy or otherwise) in the future?***

The two Gord books published under the TSR logo might be found on Ebay. Those will be done as graphic novels, of course.

As for me writing more novel-length fiction, that's not in the cards in the foreseeable future. Too many other projects on my plate, and no particular world upon which to place any new adventures--of Gord or some other protagonist. I did have fun writing the short "Magister Setne Inhetep, Wizard-Priest" fantasy mystery novels. But that world is also no longer one upon which I can base material.

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 23rd March, 2003, 07:14 PM

Quote:

---

*Originally posted by Nathal*

***I owned the Warduke action figure. One of my favorites, but his face was covered by a helmet. Go here to see a picture of him:***

***[http://www.geocities.com/zakiyah\\_99/toys/bwwarduke.jpg](http://www.geocities.com/zakiyah_99/toys/bwwarduke.jpg)***

The URL doesn't work...

Gary

---

Nathal

Sunday, 23rd March, 2003, 07:21 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***The URL doesn't work...***

**Gary**

Damn...you're right. How odd, it worked fine just a minute ago. Oh well, try this link...

<snip> there seems to be a problem with yahoo links. I'll try to find a better way.

---

Nathal

Sunday, 23rd March, 2003, 07:23 PM

I attached a file of Warduke in original package. Hopefully that will work.

Nathal...

Now how about the package with the figure of the guy in armor that has a big moustache? :eek:

Gary

Nathal

Sunday, 23rd March, 2003, 07:51 PM

Is is Strongheart?

1 Attachment(s)

Nathal

Sunday, 23rd March, 2003, 07:52 PM

If this link works it will bring one to a full list with pictures of the first series of action figures.

<http://www.toyarchive.com/Dungeons&D...SeriesD&D.html>

Nathal

Sunday, 23rd March, 2003, 07:59 PM

Wow, I remember this one quite well...Tiamat...

1 Attachment(s)

Dark Eternal

Sunday, 23rd March, 2003, 08:09 PM

Gary~

If this has come up recently and I missed it, I will apologize for not having done my homework, but I'm dying of curiosity and simply had to ask.

I very vaguely recall a boxed gaming set that I once bought, years and years ago, in a discount store in California because it had giant alien bugs and laser-wielding cyborgs on the cover. I can no longer recall the name of the game, but I seem to recall thinking your name was associated with the product. It wasn't a TSR game (I don't think)...

Somewhere in the course of moving from state to state a few times since then, the game disappeared. The only thing that I can remember now is that it had some incredibly in depth details regarding the alien's physiology, and the physics / mechanics of allowing human brains to interface with computer technology. It was an extremely impressive science fiction setting, and I was fascinated with it.

I never was able to actually play the game, however, which I deeply regret.

If I'm way off base here, and you have no idea what I'm babbling about, then I hope I haven't wasted too much of your time - I know that you're a busy guy. :)

But if I'm not, and you do know what I'm talking about... could you perhaps refresh my memory?

Thanks, and thanks!

*Edit: Forgot to truncate sig.*

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## Q&amp;A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Sunday, 23rd March, 2003, 08:12 PM

Great link, Nathal!

So it was Strongheart... I'd forgotten that name.

They don't have the bendy ones that TSR was doing lister, though. the only one of that lot I recall immediately was a poor version of a carrion crawler.

Gary

Col\_Pladoh

Sunday, 23rd March, 2003, 08:23 PM

Dark Eternal,

Heh, and the description sounds very muck like you had a CYBORG COMMANDO RPG in your hands... I won't speak to the game mechanics for fear of generating irate attacks upon me, even though the main designers of the game were Frank Mentzer and Kim Mohan. :)

Cheers,  
Gary

Dark Eternal

Sunday, 23rd March, 2003, 08:34 PM

Quote:

*Originally posted by Col\_Pladoh*

**Heh, and the description sounds very muck like you had a CYBORG COMMANDO RPG in your hands... I won't speak to the game mechanics for fear of generating irate attacks upon me, even though the main designers of the game were Frank Mentzer and Kim Mohan.**

That was it!

Thanks. :)

All questions pertaining to game mechanics aside, then, were you involved in the development of the game? And would you happen to recall the name of the company that published it?

As an aside, I just wanted to add my voice to the many that appreciate your taking the time to share so much with the readers on the boards, here. Not very many people involved in other hobbies have the chance to exchange correspondence with people who have been as directly influential on said hobby as the ENWorlders do with you, here.

Kindest regards. :)

Janos Antero

Sunday, 23rd March, 2003, 08:40 PM

Ahhh the memories!

I had Warduke and Strongheart, Northlord and Ogre King, but I always assumed the later two were some forgotten line of He-Man figures.

Man though, if I were Melf or Melf's original player I'd kill myself, or the designer of the toy line!

S'mon

Sunday, 23rd March, 2003, 08:58 PM

\*beep\*...Cyborg Commando.... \*beep\* ...worst... game... ever... \*beep\*

(IMHO. of course. Had a wee laugh with Gary about this a while ago.) :)

Col\_Pladoh

Sunday, 23rd March, 2003, 09:06 PM

Dark Eternal.

Yes, I conceived the basis for the CC game, and I have notes somewhere for the two parts that were to complete it. It was produced by New Infinities Productions, Inc. I gave over development of the mechanics, as NI wanted my god the Rogue novels as quickly as I could write them, and then I was meant to go on to doing a new FRPG system.

Janos, Melf was son Luke's PC. He was really pretty happy to have a figuyre named after his character;)

S'mon: NO COMMENT! :p

Heh,  
Gary

---

Janos Antero

Sunday, 23rd March, 2003, 09:46 PM

Heh I suppose so, most kids would kill for their own action figures. But still, that one was pretty fugly!

---

mythusmage

Monday, 24th March, 2003, 02:40 AM

Now you know what happened to him while he was researching *Acid Arrow*..eek: :D

---

The Fool

Monday, 24th March, 2003, 03:05 AM

Re: Re: Hi Gary...Gord question...

Quote:

---

*Originally posted by Col\_Pladoh*

**Heh,**

***I hope to shout I do, as those yarns are thr IP of Trige;***

***We changed plans aver a year ago when a publisher approached us with a proposal for full-color graphic novel versions of the Gord the Rogue books.***

***That is now underway, and there will be an announcement regarding the books later in the summer. More I can not say.***

***If those novels do well, there is a a strong likelihood that the regular books will be reprinted in hardback version, possibly with paperback reprints following that.***

***There is no plan to reprint all seven books in one giant volume, though;)***

***Cheers,***  
***Gary***

Thanks Gary

I cant wait for any and/or all of these things to be released :D

The Fool

---

Col\_Pladoh

Monday, 24th March, 2003, 12:54 PM

Re: Re: Re: Hi Gary...Gord question...

Quote:

---

*Originally posted by The Fool*

***Thanks Gary***

***I cant wait for any and/or all of these things to be released :D***

***The Fool***

Anyone going to the Comic Con in Chicago, 8-10 August, will likely see me there on Saturday;)

Cheers,  
Gary

---

Geoffrey

Wednesday, 26th March, 2003, 04:14 PM

Greetings, Gary!

One of my favorite RPGs is the 1975 Empire of the Petal Throne set. I know that M. A. R. Barker wrote it, basing the mechanics in large part upon D&D. But, after Mr. Barker submitted his manuscript to TSR, did you make any changes, additions, subtractions, etc. to the manuscript before publication?

---

Col\_Pladoh

Wednesday, 26th March, 2003, 04:33 PM



Quote:

---

*Originally posted by Geoffrey*  
**Greetings, Gary!**

**One of my favorite RPGs is the 1975 Empire of the Petal Throne set. I know that M. A. R. Barker wrote it, basing the mechanics in large part upon D&D. But, after Mr. Barker submitted his manuscript to TSR, did you make any changes, additions, subtractions, etc. to the manuscript before publication?**

---

Howdy Geoffrey!

Indeed, EPT is a fiine RPG, and I enjoyed playing it a good deal, although finding GMs was not always easy. My first couple of adventures were GMed by Phil Barker, in fact;)

As for editing, the Professor sent in work that was just about totally clean, so that TSR published in the EPT game was about 99.9% what Phil submitted. No additions or cuts were made to the best of my recollection.

Ciao,  
Gary

---

BOZ

Wednesday, 26th March, 2003, 05:53 PM

Re: Re: Re: Re: Hi Gary...Gord question...

Quote:

---

*Originally posted by Col\_Pladoh*  
**Anyone going to the Comic Con in Chicago, 8-10 August, will likely see me there on Saturday;)**

**Cheers,**  
**Gary**

---

woohoo! :)

hey, that's the weekend before my wedding. :D

that reminds me... when is gencon? hope i don't have to miss it...

---

shouit

Wednesday, 26th March, 2003, 06:06 PM

Gary,  
I was wondering if/when you would be interested in doing a Mortality Radio show... I would love to talk to you about it. I don't know how to contact you besides this, if you could drop me an email off this thread please do so.

[shouit@mortality.net](mailto:shouit@mortality.net)

---

Col\_Pladoh

Wednesday, 26th March, 2003, 07:09 PM

Re: Re: Re: Re: Re: Hi Gary...Gord question...

Quote:

---

*Originally posted by BOZ*

**woohoo! :)**

**hey, that's the weekend before my wedding. :D**

**that reminds me... when is gencon? hope i don't have to miss it...**

---

Hey, congratulations, Boz! (And kiss your gaming days goodbye.) Okay, J/K :D

I think GenCon is the last weekend in July, but I am not sure, as I'm not going this year. I'll make the Milwaukee Gamefest 1-3 August, though, which I understand is the weekend following GenCon, then on the next Friday I head for Chicago to the Comic Con.

If you make either event, please look me up and say hi;) We'll have a room party at the Milwaukee Gamefest, but which night I don't yet know.

Cheers,  
Gary

---

BOZ

Wednesday, 26th March, 2003, 07:25 PM

Re: Re: Re: Re: Re: Re: Hi Gary...Gord question...

Quote:

---

*Originally posted by Col\_Pladoh*  
**[B]Hey, congratulations, Boz! (And kiss your gaming days goodbye.) Okay, J/K :D**

---

heheh :) well, she's not a gamer herself, but she has played RPGs before (and, being with me, will likely do so again in the future). besides, she

has her own series of fanatacism (which Need Not Be Named) that requires her to give me more leeway. :D

as long as gencon isn't the weekend of Aug 17, i'll try to be there. :) i have a friend that moved to indianapolis last year and i can hang out with her and her friends. :)

---

Paul\_Klein

Wednesday, 26th March, 2003, 08:04 PM

I hate to hijack this thread, so I will do so briefly:

BOZ: Do you know Reylan Talonspyre?

---

BOZ

Wednesday, 26th March, 2003, 08:19 PM

should i? :confused:

---

MerricB

Wednesday, 26th March, 2003, 09:56 PM

G'day, Gary!

I was just wondering - how popular were demihumans in your AD&D games? Did they often reach the level limits? Did they go above them due to one method or another?

Cheers!

---

Col\_Pladoh

Wednesday, 26th March, 2003, 10:33 PM

Quote:

---

*Originally posted by MerricB*

**G'day, Gary!**

***I was just wondering - how popular were demihumans in your AD&D games? Did they often reach the level limits? Did they go above them due to one method or another?***

***Cheers!***

---

Hi Merric:)

About half of the players had demi-human PCs, and that's when I saw the need to allow multi-classing more broadly, and not limit the thief level. Also some of the sub-types were created and the level limits bumped up to accommodate those who insisted on playing non-human races in a human-dominated game and world setting. Actually, I always allowed a Wish spell to bump up a level too...

It is worth noting, that most players never got PCs above around 12th level, so even an elf fighter/m-u of 5/8 was a viable member of a typical party.

Cheers,  
Gary

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## Q&amp;A with Gary Gygax continuation thread Part II

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MerricB

Wednesday, 26th March, 2003, 10:42 PM

Quote:

---

*Originally posted by Col\_Pladoh****It is worth noting, that most players never got PCs above around 12th level, so even an elf fighter/m-u of 5/8 was a viable member of a typical party.***

---

That's really interesting, Gary. Who were the standout players who managed to achieve 13+ levels?

Cheers!

---

Col\_Pladoh

Thursday, 27th March, 2003, 01:38 PM

Quote:

---

*Originally posted by MerricB****That's really interesting, Gary. Who were the standout players who managed to achieve 13+ levels?******Cheers!***

---

Actually, most players sort of retired their PCs at around 12th level, preferring to start new ones. By dint of demand Rob, with Robilar and Otto, and Ernie, with Tenser and Erac's Cousin, got above 13th. there were also a handful of others just around 12th and 13th level, but I don't recall who played which PC in that regard.

Mordenkainen and Bigby, mainly by demand, played in so many different campaigns that they kept climbing. Most of my other PCs that did likewise, but were mainly active in Greyhawk with Rob as DM, are in the range of 16th level (Yrag) on down.

Cheers,  
Gary

---

Joseph Elric Smith

Thursday, 27th March, 2003, 02:34 PM

Great to see the quick start rules posted at Lejendary.com good sir  
Ken

---

Morrus

Thursday, 27th March, 2003, 02:38 PM

I don't suppose anyone feels like compiling these Gary Gygax threads into a nice neat document, do they? :)

---

blackshirt5

Thursday, 27th March, 2003, 02:40 PM

I've got one Gary(not sure if it's been asked before, feel free to sack me if it has).

What do you think about people being able to play evil characters in D&amp;D? Does it go against your vision of the game and genre?

---

Col\_Pladoh

Thursday, 27th March, 2003, 03:11 PM

Quote:

---

*Originally posted by blackshirt5****I've got one Gary(not sure if it's been asked before, feel free to sack me if it has).******What do you think about people being able to play evil characters in D&D? Does it go against your vision of the game and genre?***

---

We had a fair number of Evil PCs in my original campaign. Mostly the experience gained from such play convinced the players the futility of having such unheroic characters. For example, in 1974 I created a half-orc cleric-assassin for a member of an Evil adventuring party. He was soon killed, and of course none of the others in the group cared to do more than loot his body:)

The game was really designed to facilitate a Good vs. Evil sort of struggle, and I subtly weighted the original AD&amp;D game towards the Good side, but I never thought it "wrong" to play Evil characters as a means of exploring that particular aspect of human nature. I do think it abnormal to do nothing but play Evil PCs, FWIW...

Cheers,

Gary

---

Col\_Pladoh

Thursday, 27th March, 2003, 03:16 PM

LA Game "Quick Start" pdf

---

Quote:

*Originally posted by Joseph Elric Smith*

**Great to see the quick start rules posted at Lejendary.com good sir  
Ken**

---

Ken!

Give the bloody URL for the website where the free download of the LA Game "Quick Start" pdf can be downloaded, for goodness sake:)

[www.lejendary.com](http://www.lejendary.com)

Chris Clark will be getting the pdf to other websites soon, but because of the long service done for the game by the noted one, they have an exclusive for a few days.

Cheers,  
Gary

---

Joseph Elric Smith

Thursday, 27th March, 2003, 03:40 PM

Re: LA Game "Quick Start" pdf

---

Quote:

*Originally posted by Col\_Pladoh*

**Ken!**

**Give the bloody URL for the website where the free download of the LA Game "Quick Start" pdf can be downloaded, for goodness sake:)**

[www.lejendary.com](http://www.lejendary.com)

**Chris Clark will be getting the pdf to other websites soon, but because of the long service done for the game by the noted one, they have an exclusive for a few days.**

**Cheers,  
Gary**

---

Well I figured any one here would of course know where to go and already have it bookmarked. :)  
Ken

---

Eridanis

Thursday, 27th March, 2003, 04:53 PM

Quote:

*Originally posted by Morrur*

**I don't suppose anyone feels like compiling these Gary Gyga threads into a nice neat document, do they? :)**

---

Morrur -

I'll be happy to do it. Give me a few weeks to get a pdf to you.

---

Joseph Elric Smith

Thursday, 27th March, 2003, 04:55 PM

Quote:

*Originally posted by Eridanis*

**Morrur -**

**I'll be happy to do it. Give me a few weeks to get a pdf to you.**

---

sounds fantastic. don;t suppose you could post it some where for every one to see?  
Ken

---

Eridanis

Thursday, 27th March, 2003, 05:10 PM

Of course. Since Morrur asked for it, I assume he'll put it someplace downloadable, either through the Story Hours downloads or some magic place where documents have happy homes, where they cavort and play all day. :)

---

Quote:

*Originally posted by Eridanis*

***Of course. Since Morrus asked for it, I assume he'll put it someplace downloadable, either through the Story Hours downloads or some magic place where documents have happy homes, where they cavort and play all day. :)***

Sounds like a nice place I must visit it some time :)  
ken

---

RichGreen

Monday, 31st March, 2003, 09:22 AM

apologies if this has already been asked!

Hi Gary,

I was wondering what were the original destinations the mysterious metal triangles in Mordenkainen's Fantastic Adventure were meant to lead to. I'm using these to send my PCs to a number of different campaign settings I've bought over the years and never used.

Cheers

Richard

---

Hadit

Monday, 31st March, 2003, 09:40 AM

Hello Gary!

After reading some of your responses to earlier posts, another question came to mind...

How has the playing and enjoyment of RPGs changed for you since AD&D? I mean, there seems to be an evolution of style in the games you've authored since AD&D (Mythus, LA). The addition of skills, mostly.

For example: You mentioned in an earlier post that you expected AD&D players to bring along a good amount of hirelings and henchmen into the dungeons with them. Is this still a recipe that rings true in LA?

Is LA the natural evolution of AD&D for you, or a whole new agenda all-together?

Thank-you for your time, dear sir!

Duglas

---

Col\_Pladoh

Monday, 31st March, 2003, 01:29 PM

Re: apologies if this has already been asked!

Quote:

*Originally posted by RichGreen*

***Hi Gary,***

***I was wondering what were the original destinations the mysterious metal triangles in Mordenkainen's Fantastic Adventure were meant to lead to. I'm using these to send my PCs to a number of different campaign settings I've bought over the years and never used.***

***Cheers***

***Richard***

Hi Richard!

Fact is I never got to try any of those gates. Rob alone knows where those sent the PC activating them. All Mordie & Company found was a portal to a world where everything was super-sized--recall the huge ivory pillars that he and Bigby sought refuge atop when the iron golem attacked. Not wanting to meet creatures armed with tusks as large as towers, we scooted away. the plan was to return another day, but fate intervened to disallow that--I was moved out to the West Coast.

Cheers,  
Gary

---

MerricB

Monday, 31st March, 2003, 01:43 PM

Here's what Rob Kuntz had to say about the star when asked a similar question last year on his [message boards](#).

Quote:

*Robert J. Kuntz posted:*

***As the missing Xelloss would say, "That's a secret!"***

***Actually EGG and myself never really made up what was going to fit into those, really. But I am breaching the topic with him again on it. After so many years, we should be able to come up with something.***

Cheers!

---

RichGreen

Monday, 31st March, 2003, 02:02 PM

Thanks!

Richard

---

Col\_Pladoh

Monday, 31st March, 2003, 02:03 PM

Quote:

---

*Originally posted by Hadit*

**Hello Gary!**

***After reading some of your responses to earlier posts, another question came to mind...***

***How has the playing and enjoyment of RPGs changed for you since AD&D? I mean, there seems to be an evolution of style in the games you've authored since AD&D (Mythus, LA). The addition of skills, mostly.***

***For example: You mentioned in an earlier post that you expected AD&D players to bring along a good amount of hirelings and henchmen into the dungeons with them. Is this still a recipe that rings true in LA?***

***Is LA the natural evolution of AD&D for you, or a whole new agenda all-together?***

***Thank-you for your time, dear sir!***

---

**Douglas**

Douglas,

That's an excellent question;)

The newer game systems I designed were meant to offer a somewhat different perspective on the play of the FRPG. I'll move directly to the LA game as it is in print.

LA is a different game that any other I have created. What I was attempting to create with it is the same "spirit and soul" as were found in OA/D&D while having a completely different approach. It is so different that those coming to it with the D&D mindset have trouble getting into it. That is the main reason I used new terminology, hoping thus to facilitate the grasp of the new system by using different names and changing thinking patterns.

In the LA system the beginning character (Avatar) is sufficiently able to operate alone or with a like party and not need to hire anyone. Of course hiring can be done if the Avatar has sufficient funds.

Let me go back a bit to the approach of original D&D players. Most suce initial players came from military miniatures gaming where commanding a force of warriors was the norm. It was a natural thing for a PC group to hire men-at-arms, form a mercenary company and adventure thus. As the background experience of the players became less warame oriented, the focus of play shifter from the company to the core party of PCs. this was in a sense an evolution, the realization of the uniqueness of the RPG form apart from the military miniaturtes one. Designing adventure material for a party of PC is certainly easier than doing the same for a party plus mercenary forces. Thus modules assumed the former, and the concept of the adventuring company was further removed from the game.

It seems most players prefer to manage only their own PC/Avatar and work with the player group thus. A couple of years back when I was play-testing a sourcebook for the LA game the group turned down the services of a company of warriors that their prowess had impressed--the team of Avatars had gained considerable Repute. They could have become local lords, ruled lands and estates, etc. Instead they preferred to be an adventuring party of "rootless" sort--over the objections of one younger member, my son Alex. They also avoided political matters.

So in the end the question is more of player preference than of evolution of ideas. Most persons seem to prefer individual action to command of a group of NPCs. When playing the former sort of campaign thinking and action are on the personal and small tactical scale. In the larger-group format, thinking must expand beyond the personal problem and quest into areas that include such things as business, commerce, espionage, finances, intregue, politics, protocol, strategy, etc.

The LA game can handle either approach, but it was created to facilitate the core Avatar group adventure;)

Yes, I still prefer the larger approach, but I don't get to play a character often enough to tire of the limited, personal adventure one.

Sorry to run on so!

Gary

---

Col\_Pladoh

Monday, 31st March, 2003, 02:25 PM

Quote:

---

*Originally posted by MerricB*

***Here's what Rob Kuntz had to say about the star when asked a similar question last year on his [message boards](#).***

---

***Cheers!***

Heh, Merric!

So now my Kindly DM is going to consult with me in regards where the portals lead, eh? Fat chance :eek: Mordie would suggest they lead to places filled with unguarded magic items and vast heaps of glittering gems...

Actually, Rob was excellent at "winging" new material, and no doubt he's have come up with something far less idyllic for my PCs to encounter.

When he gets back online I'll try to remember to broach this subject with him.

Cheers,  
Gary

---

## BigBastard

Saturday, 5th April, 2003, 01:43 AM

---

Hi Gary!

I don't know if this question was asked before but I'll give it a shot. When you left TSR did you leave behind any unfinished games or modules that were never produced by TSR? Are there any lost adventures floating around?:D

Thanks for everything.

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## Q&A with Gary Gygax continuation thread Part II

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Col\_Pladoh

Saturday, 5th April, 2003, 01:50 PM

Quote:

*Originally posted by BigBastard*

**Hi Gary!**

***I don't know if this question was asked before but I'll give it a shot. When you left TSR did you leave behind any unfinished games or modules that were never produced by TSR? Are there any lost adventures floating around?:D***

***Thanks for everything.***

A question that's not been asked before:)

The answer is no\*, while I did leave behind many books, games, miniatures, a poster, and some notes that were wrongfully retained and never returned by management, all of my working game material was kept elsewhere--mainly with my campaign notebooks. Thse I still retain, although one or two of the maps for "side adventure" areas connected to the castle-dungeons ahve been lost.

\*The sole exception is the map for the bandit city of Stoink and the notes for that place. I was planning on developing that place as an adjunct to the ToEE, so the map and notes were in my office and lost. I have seen a photocopy of the map, and someone else has a copy of the notes, I believe.

Cheers,  
Gary

Joseph Elric Smith

Saturday, 5th April, 2003, 01:53 PM

Quote:

*Originally posted by Col\_Pladoh*

***A question that's not been asked before:)***

***The answer is no\*, while I did leave behind many books, games, miniatures, a poster, and some notes that were wrongfully retained and never returned by management, all of my working game material was kept elsewhere--mainly with my campaign notebooks. Thse I still retain, although one or two of the maps for "side adventure" areas connected to the castle-dungeons ahve been lost.***

***\*The sole exception is the map for the bandit city of Stoink and the notes for that place. I was planning on developing that place as an adjunct to the ToEE, so the map and notes were in my office and lost. I have seen a photocopy of the map, and someone else has a copy of the notes, I believe.***

***Cheers,***  
***Gary***

Well tell us who so we can go beat them up and make copies :)  
ken

Col\_Pladoh

Saturday, 5th April, 2003, 02:25 PM

Quote:

*Originally posted by Joseph Elric Smith*

***Well tell us who so we can go beat them up and make copies :)***  
***ken***

Sorry, but I don't keep track of petty thieves:)

Cheers,  
Gary

Joseph Elric Smith

Saturday, 5th April, 2003, 02:36 PM

Quote:



Originally posted by Col\_Pladoh

**Sorry, but I don't keep track of petty thieves;)**

**Cheers,  
Gary**

---

Oh but it is your work good sir , that makes it priceless beyond measure :).  
So I see you posting less, Working on some new projects? Looking forward to getting your latest book from TLG , next month if my budget goes according to plan  
Ken

---

**BigBastard**

Saturday, 5th April, 2003, 02:38 PM

Gary, what direction would have Greyhawk gone if you did not have TSR stolen from you? How different would it be today?

---

**Col\_Pladoh**

Saturday, 5th April, 2003, 03:20 PM

Quote:

---

*Originally posted by BigBastard*

**Gary, what direction would have Greyhawk gone if you did not have TSR stolen from you? How different would it be today?**

---

Speculation...

Timelines would be loose indeed;)

The would would be a complete globe with more continents and states thereon with contributions from Len Lakofka and Francois Marcela-Froideval/

There would be several WoG sourcebooks detailing places such as the Great Kingdom, the "Barbarians (Frost, ice, Snow)," etc.

A major module would be done regarding the area around the Rift and the place proper. Another dealing with the Sea of Dust would be done. Possibly adventures regarding the Scarlet Brotherhood and the Horned Society would be available. Likely a couple of more from Len and Francois would be in the line.

There would be some "portal accessed" adventures, these likely found in a series of modules detailing more of the Underdark and the Sunless Sea. The portals would lead to non-fantasy-genre settings.

In all, for every question answered regarding the world, at least one new one would be created and left unanswered, for my purpose was to have a world that the DM could complete and customize as suited his group.

In all likelihood Castle Greyhawk and the City of Greyhawk would be available products.

That's it off the top of my head--first time I've actually gone to such detail in considering what I would likely have done.

Cheers,  
Gary

---

**Kai Lord**

Saturday, 5th April, 2003, 05:52 PM

Hi Gary!

In the early eighties, TSR created Dragonlance to compliment the world of Greyhawk. Greyhawk provided the Dungeons, Dragonlance showcased Dragons. What did you think of Dragonlance?

---

**Janos Antero**

Saturday, 5th April, 2003, 06:10 PM

So I'm going to dance the fine line here Gary and ask another of the challenging questions...

What changes do you see in Greyhawk now that you don't think fit necessarily with the early view you had of the world? So much discussion has been thrown around about the Greyhawk Wars, From the Ashes, and other products that dramatically altered the state of the Flaness, any chance you'd comment on things you never really saw happening?

Personally, the split of the Great Kingdom prompted this question, as it never felt "right" to me. Now I grant changes are quite subjective from the PoV of the audience, but as one of the two authoritative sources, is there any chance you might discuss what you see as the pros, cons, and unlikelihood of a few of the changes?

---

**Col\_Pladoh**

Saturday, 5th April, 2003, 07:20 PM

Quote:

---

*Originally posted by Kai Lord*

**Hi Gary!**

**In the early eighties, TSR created Dragonlance to compliment the world of Greyhawk. Greyhawk provided the Dungeons, Dragonlance showcased Dragons. What did you think of Dragonlance?**

---

Tracy and Margaret created the "Dragonlance" material because Trecy liked to "tell stories," Margaret to write/develop them, and that was the vehicle that emerged. The books were not my cup of tea, as I am more a Swords & Sorcery type, so I enjoy less time spent in character development and more action. The strictures in the DL modules also lessened their value for dame play, I thought. Lots and lots of people disagree;)

Cheers,  
Gary

---

Col\_Pladoh

Saturday, 5th April, 2003, 07:25 PM

Howdy Janos:)

Fact is that after the 'Wars stuff and the 'Ashes material that followed, I paid no attention to the setting. Those two efforts unalterable changed the world from any direction I would have taken it. My work and general approach are expressed amply in the material that was published.

So the short answer is that there's no profit for anyone in my critiquing the material that exists.

Cheers,  
Gary

---

Kai Lord

Saturday, 5th April, 2003, 07:37 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***The strictures in the DL modules also lessened their value for dame play, I thought.***

---

I thought Dragonlance had some pretty nice dames, actually. Particularly Laurana, Kitiara, and Goldmoon. ;)

---

Col\_Pladoh

Saturday, 5th April, 2003, 08:35 PM

Quote:

---

*Originally posted by Kai Lord*

***I thought Dragonlance had some pretty nice dames, actually. Particularly Laurana, Kitiara, and Goldmoon. ;)***

---

There are adventure modules, and there adventures... :eek:

Gary

---

Wolv0rine

Saturday, 5th April, 2003, 09:54 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***The strictures in the DL modules also lessened their value for dame play, I thought.***

---

Quote:

---

*Originally posted by Kai Lord*

***I thought Dragonlance had some pretty nice dames, actually. Particularly Laurana, Kitiara, and Goldmoon.***

---

Quote:

---

*Originally posted by Col\_Pladoh*

***[/b]There are adventure modules, and there adventures... :eek:***

Gary *[/B]*

---

I think he got you, Gary. :) (Unless you got the joke, and \*I\* missed it, in which case...eek!)

---

Hadit

Saturday, 5th April, 2003, 10:51 PM

Quote:

---

*Originally posted by Col\_Pladoh*

***Speculation...***

***Timelines would be loose indeed;)***

***The would would be a complete globe with more continents and states thereon with contributions from Len Lakofka and Francois Marcela-Froideval/***

*There would be several WoG sourcebooks detailing places such as the Great Kingdom, the "Barbarians (Frost, ice, Snow)," etc.*

*A major module would be done regarding the area around the Rift and the place proper. Another dealing with the Sea of Dust would be done. Possibly adventures regarding the Scarlet Brotherhood and the Horned Society would be available. Likely a couple of more from Len and Francois would be in the line.*

*There would be some "portal accessed" adventures, these likely found in a series of modules detailing more of the Underdark and the Sunless Sea. The portals would lead to non-fantasy-genre settings.*

*In all, for every question answered regarding the world, at least one new one would be created and left unanswered, for my purpose was to have a world that the DM could complete and customize as suited his group.*

*In all likelihood Castle Greyhawk and the City of Greyhawk would be available products.*

*That's it off the top of my head--first time I've actually gone to such detail in considering what I would likely have done.*

**Cheers,  
Gary**

---

Alas! The loss of possibility of all this Greyhawk material makes me sad. Frankly, I couldn't stand one iota of the Greyhawk stuff released after you left TSR, Gary... they just couldn't do it right. I was pleased that WotC resurrected the setting for 3E, but I don't feel they've supported it in a decent way either.

If there was some way for you to publish the stuff you've mentioned above in a generic game setting, grognard's would rejoice!

Another thing I would have jumped at greedily: a deities book for the Greyhawk pantheon.

Oh, well.

---

johnsemlak

Sunday, 6th April, 2003, 07:16 AM

Quote:

---

*The world would be a complete globe with more continents and states thereon with contributions from Len Lakofka and Francois Marcela-Froideval/*

---

This is very interesting. I wonder, would have you used the 'R' series (R3, Egg of the Pheonix, et. al. (republished as I12)) by Frank Mentzer and others to develop a continent opposite the Flanaess? My understanding is those modules were intended to have taken place in an undeveloped part of Oerth.

Also, I would like to second those above who regret you never got a chance to develop Oerth further they way you intended. There would have been some very interesting products.

---

Col\_Pladoh

Sunday, 6th April, 2003, 01:32 PM

Quote:

---

*Originally posted by Wolv0rine*

---

*I think he got you, Gary. :) (Unless you got the joke, and \*I\* missed it, in which case...eek!)*

---

Oh, he got me with the typo....but I think I had sufficient aplomb to note that there might be merit in his suggestion while at the same time ignoring the gaff I made:)

Cheers,  
Gary

---

Col\_Pladoh

Sunday, 6th April, 2003, 01:38 PM

Quote:

---

*Originally posted by Hadit*

---

*Alas! The loss of possibility of all this Greyhawk material makes me sad. Frankly, I couldn't stand one iota of the Greyhawk stuff released after you left TSR, Gary... they just couldn't do it right. I was pleased that WotC resurrected the setting for 3E, but I don't feel they've supported it in a decent way either.*

*If there was some way for you to publish the stuff you've mentioned above in a generic game setting, grognard's would rejoice!*

*Another thing I would have jumped at greedily: a deities book for the Greyhawk pantheon.*

*Oh, well.*

---

If all those who use the world setting agreed with your assessment, then it would be a sure thing, and I could write 'generic' material for the setting...

About the best prospect is that of "Zagig's Castle." Even that isn't looming large currently, as Rob Kuntz is offline and inactive now. Of course, I am still not sure I want to spend two or more years of my life on that project.

Ciao,  
Gary

---

## Col\_Pladoh

Sunday, 6th April, 2003, 02:19 PM

---

Quote:

*Originally posted by johnsemlak*

***This is very interesting. I wonder, would have you used the 'R' series (R3, Egg of the Pheonix, et. al. (republished as I12)) by Frank Mentzer and others to develop a continent opposite the Flanaess? My understanding is those modules were intended to have taken place in an undeveloped part of Oerth.***

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The exact form of the remainder of the globe was not settled upon. I wanted an Atlantis-like continent, and possibly a Lemirian-type one. Likely two large continents would have been added. The nearest would house cultures akin to the Indian, Burmese, Indonesian, Chinese, Tibetan, and Japanese. Another would likely have been the location of African-type cultures, including the Egyptian. A Lemurian culture would have been based off the Central and South American cultures of the Aztec-Mayay-Inca sort.

Quote:

***Also, I would like to second those above who regret you never got a chance to develop Oerth further they way you intended. There would have been some very interesting products.***

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Thanks, and I too am sorry that I never got to continue on with the WoG. Some have found that material in the EPIC OF AERTH world setting I did not the MYTHUS game has some merit. Currently, we are working on yet another world setting, LEJENDARY EARTH. However, neither is anything like the WORLD OF GREYHAWK.

Cheers,  
Gary

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## Dinkeldog

Sunday, 6th April, 2003, 04:59 PM

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Since Gary just responded and we're close to the length limit, I'll close this one and start another thread.

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## ColonelHardisson

Sunday, 6th April, 2003, 07:04 PM

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Here is the new thread:

<http://enworld.cyberstreet.com/showt...threadid=46861>

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## Q&A with Gary Gygax continuation thread Part II

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Faraer

Sunday, 6th April, 2003, 10:48 PM

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